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# contents

## FEATURES

### A New Age Cometh

Go behind the scenes at the debut of *Ice Age*. By Michael Searle

20

### Top 10 Ice Age Cards

The 10 *Ice Age* cards that kick the most ass. By the *InQuest* staff

24

### Does God Cry When You Play Dungeons & Dragons?

A look at the persecution of fantasy gaming. By Eric Black

30

### An Orgg is Born

How a *Magic: The Gathering* card is made. By Zachary Reid

38

### Casting Call

We cast *The Lord of the Rings* movie. By the *InQuest* staff

44

### Plugged In

Surfing the gaming Internet. By Buddy Scalera

48

### The Conquest of Dominaria

Campaigning on the legendary world of *Magic: The Gathering*. By Michael Searle

52

## Contests

**WIN!**

Win a *Magic* deck designed by Richard Garfield!

42

Win a hand-painted *Rage* werewolf leather jacket!

54

## DEPARTMENTS

INQUISITION

7

NEWS & NOTES

11

INQUEST PROFILE

36

## COLUMNS

EDITORIAL

5

KILLER DECKS

26

UP YOUR SLEEVE

29

CARD STOCK

56

SWAN SONG

96

## PRICE GUIDE

PRICE GUIDE INTRO

58

*Magic: The Gathering* Price Guide

60

*Ice Age* Price Guide

64

Collectible Card Games Price Guide

68

PLAYERS GUIDE INTRO

72

*Magic: The Gathering* Players Guide

74

*Ice Age* Players Guide

86

*Blood Wars* Players Guide

92

**Look! It's NEW!**

## ICE AGE



Apparently that ozone problem was worst than we thought, because a new *Ice Age* has arrived.

Check out our *Ice Age* Top Ten on **page 24** and a complete listing on **page 86**.



Does God consider smiting you for playing fantasy games?

See **page 30** for the answer.



### Cover Artist

Robb Ruppel, the talented TSR painter whose incredibly beautiful art adorns much of the *AD&D* Planescape and Ravenloft settings, depicts this month's angel vs. fallen angel cover. Look for more of Robb and his art on **page 36**.



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# Taxi-Tested Tough

I'm Robin James Ramos, the design director for *InQuest* magazine. It's my job to create a magazine you guys like to read or look at. I prefer look at.

Last February, a cadre of publishing types sat down around a table and spoke of the next big publication to be produced within the friendly confines of 151 Wells Ave. Listening to the fanfare and enthusiasm being bandied about, I sat, amused, and thought to myself, "What the heck is *Magic*? These guys are drooling over this silly card game like junkyard dogs over filet mignon!" You've got to see the editors' eyes sparkle as they tell their tales of victory. Moxie this, spell that—and the real kicker, Enchant Enchantment! Ooof! How about a good game of hoops, or some softball? C'mon guys, get real!

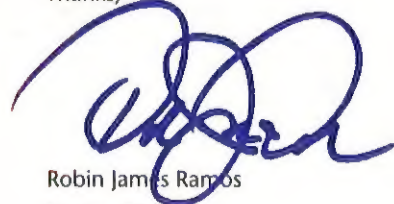
That was before I spoke to my nephews, ages 10 and 11. When I first mentioned *Magic: The Gathering* to them, they didn't seem to know much about it, or about the many other games we cover here in *InQuest*. But a short time afterward, they knew all too much. And now you'd be surprised what willing helpers David and Ivan can be with a pack of *Magic* cards as the bounty.

Still, as we started to work on our initial issue, I couldn't help but wonder if we were just coasting in the wake of a big phenomenon. Sometimes, during the many long days we spent here building the perfect beast, we banged our thumbs and stubbed our toes. But our efforts paid off: *InQuest* is taxi-tested tough.

I think our energy translates well into the product you see. As each month passes, you should be comforted by the fact that we're slaving away to produce the magazine equivalent of a seven-layer chocolate cake—one that gets better with every bite you take.

In closing, I want to say thanks for writing in and sharing your feelings about our magazine. It's great to hear your praise and equally important to hear your criticism. It's our goal to constantly evolve and improve upon a product that you the consumer will want to read—and look at.

Thanks,



Robin James Ramos  
Design Director



this make wh o m a k e s a n d g a i n s t h e g u y s



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As if we didn't have enough cool stuff to kick around the studio, as *only* him if you guys send us your hottest software, toys, games, action figures, ideas and electronic goodies (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmos, so send it along to: *InQuest* Art Dept. c/o Wizard Press, 151 Wells Avenue, Congers, NY 10920-2064. Printed in USA.



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# INQUISITION

## We're fat and stupid

Two points stand out above the rest in all your letters.

First off, you want a thicker mag. For those of you keeping score at home, you'll notice that issue #3 was eight pages bigger than #2, and this issue is eight pages bigger than #3. And we ain't finished yet.

Secondly, we're never to use the words **Blood of the Martyr** and **COP: White** in the same sentence again (except for this one last time). Y'see, in issue #2, we said you could save your creatures by redirecting damage from, say, an **Earthquake** to yourself. But since **Blood of the Martyr** isn't the source of the damage, you need a **COP** of the appropriate color—in **Earthquake's** case, red—to spare yourself injury! Sorry for the mix-up.

Anyway, on to the letters...

### Under the Microscope

I wasn't impressed with your debut issue. It seemed like a good intro to collectible card games for novices, but that was it.

Your #1 issue was a vast improvement. The humor is good, but don't let it consume too much space. For example: the article "Ultimate Chaos" was funny, but don't take up that much space every issue for humor. Things like the V-8 can in the table of contents were really good and didn't take up a lot of space. Please don't overdo potty humor and the language stuff.... It isn't really necessary for good communication. Be a little more creative in finding ways to say the scatological....

Southeast Asia has a saying: "Give a man a fish and you've fed him one meal. Teach a man to fish and you've fed him for a lifetime." Teach us how to build decks, how to get started, first steps, themes to use (not the whole deck), combos, what works and what doesn't, things to look for, and things to defend against.

Try not to feed too many decks to people (no more than one per issue)....

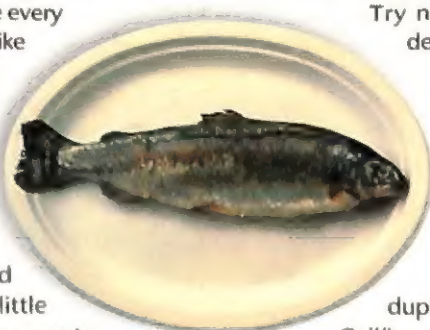
Articles on people like Wänerstrand could be very interesting. Usually we only hear about Dr. Garfield.

You don't have to duplicate *Wizard's* "Casting Call"—wasted space to me....

The article on *Magic* comics was good,



"Man, those jalapenos are hot!"





though. Try to keep your attention focused on CCGs and things directly related to them.

Your price guide was one of the best features, but try not to let it take up too much space.... Sometimes I feel ripped off by *Wizard* because there are all those pages in the back with no articles to read.

Describing what each *Magic* card does is magical! It allows me to do some deck-building work on paper without thumbing through my cards. Please continue this, and add *Ice Age* when you have the info. Power ratings and artist listings are helpful.

I would also like to see a good review section that would contain capsule reviews of all things related to collectible card games.... No one is really doing this now. I think it would be a stand-out addition. Traditionally, game mags have done this, and I've found it very helpful and interesting.

Well, thanks for reading; I hope some of this will be useful. I will be looking forward to seeing the magazine grow and mature.

Magically yours,

**Charles Hadden**

**Havertown, PA**

*Growing, yes. Maturing, no.*

*Good comments and critiques. Your dead-on about needing a generic "Here's how to build a deck" piece. We've got one on tap. Keep an eye out for a game review next issue, and drop us a line tellin' us what you thought of this issue's Ice Age price guide.*

### Dairy Products

In the Thorndike Barnhart Advanced Dictionary, the definition for the word cheap is "easily obtained... of little value; not worth respect; common; cheap entertainment."

My definition of cheap is playing burn decks: four Fireballs, four Disintegrations, four Infernos, four Lightning Bolts, four Mana Flares, four Chain Lightnings, four Pyrotechnics, four Goblin Grenades, and all the Goblins ever made. I think it would be nice if this deck was made to destroy creatures, but most people have no creative skills and end up making common burn decks.

My brother plays this same burn deck. I play white and blue, and do anything to counter his burn deck. Counterspells, Blue Elemental Blasts, Red Wards, COP: Reds, even Tivadar's Crusade. He claims that I am cheap for throwing those in my deck.

Now would you say I was the cheap one, or my brother?

**Jerry DiBona**

**Philadelphia, PA**

*Jerry, your brother is a cheesehead. What's worse, he's but one cheesehead in a vast herd of cheeseheads, wandering the plains of Magic, grazing on ill-earned victories and wallowing in their lack of creativity. The best thing you can do is put him out of your misery by pulling a white/blue deck off the wall*

*over the fireplace, and loading her up with Reverberations, COP: Reds, Reverse Damages, Eye for an Eye, Tivadar's Crusade (wow, I can't believe I just told somebody to put Tivadar's Crusade into their deck), Conversions, Red Wards, Dark Spheres, and counters up the wazoo.*

### Publish Me!

If I were able to write a new collectible trading card game, how would I go about getting it published?

**Joshua Goldwasser**

**Cyberspace**

*Why, you could check out the feature on how to break into game design in the next issue of InQuest. (Wow, shameless self-promotion at its finest!)*

### Computer Connection

You should go on-line with live talkers.

**Magic Man**

**Cyberspace**

*We're working on a Wizard and InQuest forum for America Online. (Man, how many more of these plugs can we fit in here?) As soon as we have any info, you (and whoever else reads this letters column) will be, like, the 87th person to know.*

### Q & A

I have a couple of questions:

1) I play a red/green deck. My friend has an all-white deck. Is there anything I can do about Wrath of God, Eye for an Eye, Swords to Plowshares, or those stupid Serra Angels? I never have anything out long enough to win.

2) Can Tranquility beat COP: Green or Green Ward?

3) If I cast Regeneration on something and it dies, does it keep the Regeneration when it comes back?

4) If a creature has Green Ward can it be blocked by a green creature? (I know there is no damage done by the green creature.) Can a wall block it?

5) Which is better, Hires or A&W? I think it's A&W.

**"Big Al"**

**Fairfax, VA**



■ "Hola! Me llamo  
Hermano de Jerry. Mi  
cabeza es una plancha  
enorme de queso."





1) Hmmm...try Flashfires, Fork, Mountain Yetis, and Quarum Trench Gnomes (who?) in red. Green really isn't anit-white, but you can try some all-purpose cards like Tranquility and Desert Twister. Not to mention all the new Ice Age cards.

2) Sure. Tranquility (boy, that card's good, huh?) doesn't target the Green Ward specifically, so it destroys it along with all other enchantments, including the COP: Green.

3) Yes, if you use Regeneration before the creature hits the graveyard and if nothing destroys Regeneration. If your opponent triggered a Nevinyrral's Disk, Regeneration would save the creature it enchants, but would then head off to the graveyard itself. You can't regenerate a buried creature, or one that has been removed from the game.

4) If a creature has a Green Ward on it, it takes no damage from green creatures, it cannot be blocked by green creatures, and it cannot be targeted by green creatures or green spells.

5) A&W. After all, it's got that frosty mug taste.

### Alpha bits

We went through our Alpha cards and came across a Circle of Protection: Black. In your price list, it says that this card didn't arrive until the Beta edition. However, our card has a black border and you state that this indicates an Alpha card. Did you misprint this information or did we get ripped off?

New fans,

**Mr. & Mrs. S. Ferland**  
**Saskatchewan, Canada**

Rumor has it that Wizards of the Coast forgot to put the Circle of Protection: Black in the Alpha edition, so they remedied the situation and stuck it in the Beta edition (same thing with Volcanic Islands). As for the black border problem, both the Alpha and Beta sets have black borders. I know...confusing. In order to tell the difference between the two, you have to check the corners: Alphas have more rounded corners than Betas.

And that...is that. So until next month, keep your mana ready and your Alogs frisky. I'm outta here.



Send yer letters to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or:

**INQUISITION**  
151 Wells Ave.  
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# Stumpers



**Q:** If I cast a Blood Moon, would it turn snow-covered lands into mountains?

—B. Todd, New York, NY

**A:** No. Snow-covered lands, according to the Ice Age rule book, are basic lands.

**Q:** I have a Goblin Sappers and a Blinking Spirit out. I spend four red mana, send the Blinking Spirit in unblocked, and do two points of damage. Can I then "unsummon" it back to my hand with its special ability to keep it from dying at the end of combat?

—D. Prince, Cornwall, NY

**A:** No. Once damage is assigned, the only legal fast effects are damage prevention, redirection, and reduction and creature regeneration and effects triggered by creatures going to the graveyard (like the Sengir Vampire getting a counter and using a Soul Net).

**Q:** My Illusionary Forces is currently at a cumulative upkeep of two blue mana. My opponent casts Icy Prison to remove it from the game. Several turns later, Icy Prison is destroyed and my Forces return. Do they now have a cumulative upkeep of three, or is the cumulative upkeep reset?

—R. Thompson, Hollywood, FL

**A:** Cards that leave play lose all memory of their previous existence. Therefore the cumulative upkeep is cleared.

**Q:** My Magus of the Unseen untaps my opponent's Icy Manipulator and attempts to steal it. Can my opponent use the Icy at that moment to prevent me from using it?

—P. Carter, Los Angeles, CA

**A:** According to the new targeting rules, the only real requirement for the target of the Magus is that it be an artifact, so you would get the artifact no matter what. Because the Magus specifically says that it untaps the target artifact, you will always get control of it untapped.

**Q:** Now that there's a new Dark Ritual, can I put eight of them in my deck?

—S. Santarpia, Phoenix, AZ

**A:** Nope, because the name of the card is the same. You can't put eight Iocation Scouts in your deck just because they have different art.

**Q:** I attack with two flying creatures, and my opponent blocks each one with a flying creature. I tap General Jarkeld to switch the defending creatures, but my opponent responds by casting Vertigo on one of his own creatures. Would this create an illegal blocking situation and negate the General's ability?

—D. Sanderson, Hartford, CT

**A:** Yes.

Special thanks to Rich Redman and Tom Wylie at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**Stumpers c/o InQuest**  
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■ "Hey! Who stole my virgin? How can we have a sacrifice with no virgin?"



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# MORE CARDS?

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## HOW WILL PLAYERS KEEP UP WITH NEW GAMES

**W**hen *Magic: The Gathering* first hit the stores, it was the only collectible card game of its kind. But that distinction didn't last long. As soon as other companies saw *Magic*'s incredible sales, they leapt into the card game market as well.

And now the banks of the collectible card game river are overflowing. This August, over 30 new games will compete with one another. Most people feel that there are too many for all of them to succeed.

"I don't understand why companies put games out so quickly. If they want to do well with the players, they should take the time to make the game one that we will want to play," says player Pete Russo of Monroe, N.Y.

"It's getting out of control," remarks Anthony Carlini of Monroe. "I was into *Magic* when it first hit, but even that got out of control with all the expansions. There's no way I could even keep up with all the other games."

Promoting a game before it hits the market can encourage people to pick it up, but no amount of hype will help if the players hate it. Word of mouth carries much more weight among players than promotions or advertisements. "We try to show a little bit of preview material for the games," says James Rogers, manager of Diamond Collectibles in Astoria, N.Y. "But players tend to stay with [the games] they know."

And not only players. According to David Talasek, manager of the Dugout in Ellicott City, M.D., the flood of cards won't be affecting retailers all that much. "I don't think it will [affect the card market] at all because most retailers will not carry the new card games."

Like players, retailers believe that only a handful of new games will survive the current market barrage. Fler's *Marvel OverPower*, WildStorm Productions' *WildStorms*, and Caliber Game Systems' *Spawn* set for *Power Cardz* top the list, and these may last only because they use popular comic characters.

"I'll only be carrying *Magic*, *Star Trek*, and *Star Wars*," says Neil Wetzler of Web Head Enterprises in Wakefield, Mass. "We can do one or two of them well, or do all of them half-assed."

Wetzler suspects that the flood of cards will be bad for gamers and collectors. "It will drive a lot of people away, just like the flood of comics and sports cards did to those markets."



**THE BANKS OF THE COLLECTIBLE CARD GAME RIVER ARE OVERFLOWING. THIS AUGUST, OVER 30 NEW GAMES WILL COMPETE WITH ONE ANOTHER.**



# HYBORIAN GATES

## THE GATES OF HYBORIA

**CARDZ IS CELEBRATING THE LAUNCH OF ITS HYBORIAN GATES CARD GAME WITH A 1,000-PRIZE CONTEST.**

consumers who fill out the registration forms found in double decks and booster packs can collect *Hyborian Gates* Trooper Kits from their local retailer. The kits include an exclusive *Hyborian Gates* card, a *Hyborian Gates* bumper sticker, a temporary tattoo, a static cling window sticker, a lapel pin, a plastic shirt badge with three campaign ribbons, and the premier issue of *Hyborian Gates Times Newsletter*.

The *Hyborian Gates Times Newsletter* is filled with hints on deck building, listings of *Hyborian Gates* conventions and gaming events, and information on how players can earn campaign ribbons. The newsletter contains subscription forms for six newsletters, one for each race in the game. Each time a player subscribes to one of these "dimensional" newsletters, he or she will receive a unique card.

Retailers can win even more valuable prizes. Each registration form they return counts as an entry in a contest with 1,000 prizes, including autographed Boris Vallejo books; uncut *Hyborian Gates* card press sheets; limited edition, signed, numbered Vallejo and Julie Bell fine art prints; complete boxed sets of *Hyborian Gates* Limited Edition cards; and Vallejo and Bell in-store appearances for autograph signings and tournaments.

The grand prize will be a 10-day, guided-tour vacation to an Earthly equivalent of the six dimensions in the game. Asgard's equivalent is Scandinavia; Atlantis', a Bahamian cruise; Gaea's, Ireland; Osiris', Egypt; and Hyboria's, Greece.

The drawings for the contest will begin at Gen Con in August and continue through January 1996, when the grand prize will be drawn.

## Doomtroopers on the March

A slew of *Mutant Chronicles* products are on the way, spearheaded by video games that are scheduled to be out this summer for Sega Genesis and Super Nintendo.

Published by Playmates Interactive Entertainment, the video game will feature Mitch Hunter and Max Steiner, whose job is to hunt down the Nepharite Overlord Alakhai. To do this, they must fight their way through the jungles of Venus, the deserts of Mars, and the caves of Mercury. The final battle takes place in Alakhai's Citadel.

In October, Heartbreaker Hobbies & Games is releasing a guidebook, *Doomtrooper Player's Companion*, to its collectible card game. The book will feature illustrations by *Doomtrooper* artists, hints for players, and a guide to the *Mutant Chronicles* universe. The book will also have 48 full-color pictures.

The following month, three related products are set to roll. *Mortificator*, Heartbreaker Hobbies & Games' third expansion set for its *Doomtrooper* game, will feature 122 new cards exploring new dimensions of the *Doomtrooper* universe. The set focuses on the Mortificators, a group of clandestine Brotherhood assassins.

Playmates Interactive Entertainment's CD-ROM game arms you with impressive weapons like a Gehenna Puker, Mortis Sword, and AC-40 Justifier with Disemboweler Chainsaw Bayonet. Your mission is to protect humanity by stalking various alleys of Venus and the Citadel of the Nepharite Warlock Goglotha.

The four-issue comic adaptation, *Mutant Chronicles: Golgotha's Citadel*, will be released by a publisher to be determined. The writer is Bill King, and the first two covers will be provided by Simon Bisley.

Both the CD-ROM and the comic will be based on the *Mortificator* expansion.

Pressman Film Corp. is also working on a *Doomtrooper* movie ("Mutants & Movies," News & Notes, InQuest #2).



**"Hey, anybody see my disembowler chainsaw bayonet?"**

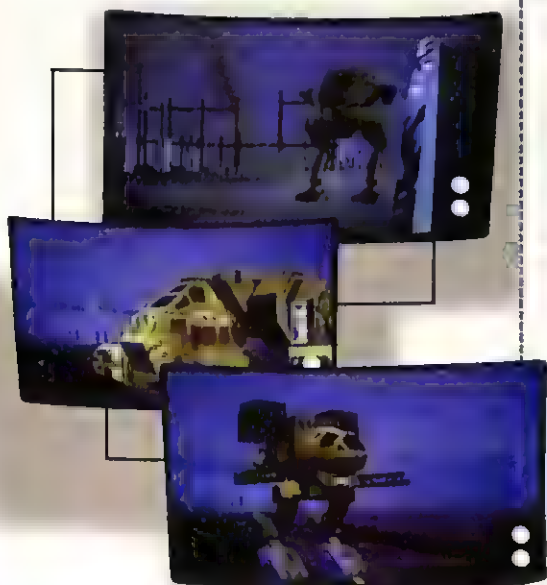
## Virtual World Championships

The battles raged on for days, and many good people were eliminated—but not one drop of blood was spilled.

That was part of the joy of last June's Virtual World



Championships. Competitors got a chance to pilot giant robots and fast-moving Martian vehicles in *BattleTech* and *Red Planet*. These virtual reality video games are manufactured and operated by Virtual World, a FASA spinoff, at several entertainment centers across the globe.



**Enter the cutting-edge world of virtual reality at your local FASA Virtual World center.**

The championships took place in Las Vegas, Nev., where "there were literally hundreds of people trying to qualify for both individual and team championships for both *BattleTech* and *Red Planet*," said Dave Dillison, manager of communications for Virtual World.

Dan "Deadeye" Hornung, 21, of Walnut Creek, Calif., took home the title of U.S. grand master for *BattleTech*, the robot combat game based on FASA's product of the same name. David "Commissioner" Icke, 30, of San Diego claimed the U.S. title for *Red Planet*, a deadly race on Mars.

The international grand master for *BattleTech* is Ted "Hunter" La Salvia of San Diego, while the grand master for *Red Planet* is Toshihiro "Ranthard" Sakamoto of Japan.

The *BattleTech* international team championships were determined by a best-of-seven series of "no return" missions. Whichever team, or remnant of a team, was left standing at the end was the winner. A Japanese group, Knight Fork, consisting of



**Have a good ol' time at the BattleTech Yokohama ranch.**

Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



**NAME:** *Chrysalis: Borne of the Supernature*

**COMPANY:** Comico Gaming

**SET SIZE:** 300 cards

**RELEASE:** July 1995

**PACKAGING:** 54-card starter decks; 12-card booster packs

**SUGGESTED RETAIL:** \$7.95 per starter; \$1.95 per booster

**Here's the Deal:** Combining elements of fantasy, science fiction, and superheroes, *Chrysalis* allows gamers to play any character he or she can invent. Magical characters can battle those who prefer high-tech armor, mutants can mosh with sorcerers, and psionics can parry warriors wielding hand-held weapons. Comico's *Oblivion* #2 and *Elementals* #1 comics will contain a rare *Chrysalis* card.



**NAME:** *Alternate Universe*

**COMPANY:** Decipher

**SET SIZE:** 121 cards

**RELEASE:** August 1995

**PACKAGING:** 15-card booster packs

**SUGGESTED RETAIL:** \$3 per booster

**Here's the Deal:** As the name implies, *Alternate Universe* deals with people and happenings of alternate universes—*Star Trek: The Next Generation*. The set will include more mission, event, and dilemma cards, and a special card, Doorway to the Alternate Universe, that acts as a gateway from one universe to another.



**NAME:** *Assassins*

**COMPANY:** Steve Jackson Games

**SET SIZE:** 100 cards

**RELEASE:** August 1995

**PACKAGING:** Eight-card booster packs

**SUGGESTED RETAIL:** \$1.40 per booster

**Here's the Deal:** "Hey bud! Wanna know a secret? When Steve Jackson Games released *Illuminati: New World Order*, they left out parts of the original game. Now they're releasing the first *INWO* expansion set, which includes the Society of Assassins Illuminatus card and a bunch of new plots, groups, and resources. If you ask me, it sounds like a big conspiracy to get you to buy more cards."

On the Shelves continued on page 18...



**Would you dare to get in  
one of the pods and face...**

**a new reality**

Masahiro "Arsh" Kurata, Yasunari "G-Halt" Akiyama, Hirokazu "Seacucumber" Ozaki, and Masahiro "Death Gate" Fujita, earned the title with a 4-1 mission record.

The international team champions for *Red Planet* hailed from Chicago. Team Godzilla, consisting of Erik "Basehead" Hill, Sam "That Guy Bob" Watkins, Brian "Shadowfax" Sorge, and Jeff "Doc Holliday" Schurwon, swept the championship series with four victories.

In *Red Planet* team play, the goal is to accumulate speed and bonus points by having one "runner" dodging back and forth into enemy territory. The enemy team has crushers who are trying to destroy this runner, while friendly blockers do their best to protect him.

If you want a crack at the title, just take a trip to any Virtual World site and sign up. You must be 18 to enter.



## Magic Month

July looks to be a month of *Magic*, as three new *Magic: The Gathering* comics will debut. Two of the titles, *Magic: The Gathering—Wayfarer* and *Antiquities War on the World of Magic: The Gathering*, will be mini-series. The third, *Magic: The Gathering Special—Nightmare*, will be a one-issue story.

*Wayfarer*, a five-issue monthly series, will be written by Jeff Gómez and penciled by Val Mayerik, the team behind the first *Magic: The Gathering* comic, *The Shadow Mage*. *Wayfarer* continues the story of Jared Carthalion, the hero of *The Shadow Mage*, and also introduces a new character, Kristina, who will be featured in a planned atlas of the *Magic* multiverse. Michael William Kaluta's five *Wayfarer* covers will make a single image when set side by side.

The four-issue *Antiquities War* series will depict the most devastating war in the history of Dominaria—the Mishra-Urza War. In it, two brothers fight for the possession of artifacts with which they hope to rule the world. *Antiquities War* will be written by Jerry Prosser and penciled by Paul Smith (*The Golden Age*) and Phil Hester (*Uncanny X-Men*). The covers will be painted by *Enemy Ace* artist George Pratt.

In *Nightmare*, an enchantment is destroying the swamps of Dominaria. This issue will be written by Hilary Bader, who has scripted for the *Star Trek: The Next Generation* and *Star Trek: Voyager* TV series. Anthony Castrillo will provide the pencils, *Magic* artist Melissa Benson the cover.



**A burning horse  
and a chicken with  
no body. Where's a  
good animal rights  
activist when you  
need one?**





Miami 5:47 p.m.

Mark draws power from  
his mana pool and  
summons a Mesa Pegasus.

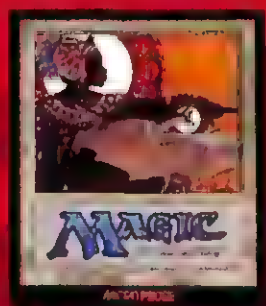


New York City 5:48 p.m.

Angela taps her mountains  
for one red mana.  
She casts Earthbind.



Mark's Pegasus  
flies straight to  
the graveyard.



# MAGIC

The Gathering

The computer strategy game that will  
hold you spellbound. Now on CD-ROM.

**MICROPROSE**

For IBM-PC & Compatibles on CD-ROM 1-800-879-FLAY <http://www.microprose.com>

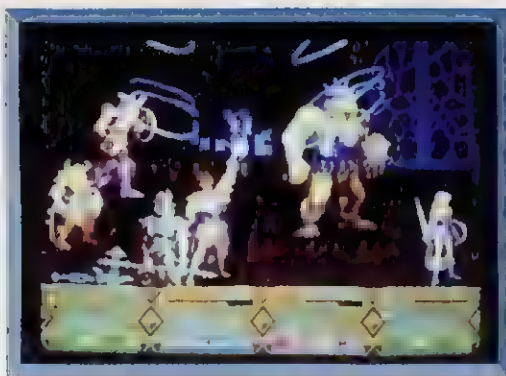
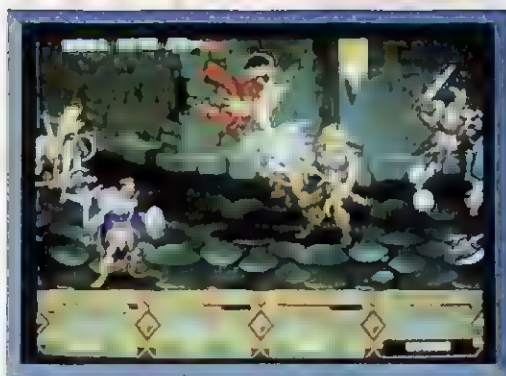
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Featuring cool music from some of SPIN's hottest bands.  
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Magic: The Gathering is a trademark of Wizards of the Coast, Inc.







## High-Tech Adventures

R. Talsorian Games and Wizards of the Coast are combining to bring *Netrunner* to stores this September. Based on R. Talsorian's *Cyberpunk 2020* roleplaying game, this card game will be designed by *Magic: The Gathering* and *Vampire: The Eternal Struggle* creator Richard Garfield.

*Star Trek: Deep Space Nine—Crossroads of Time*, the first sidescrolling *Star Trek* video game, lets you assume the identity of four characters: Sisko, Nerys, Bashir, and Odo, each with unique talents and skills. A special, limited edition Commander Sisko action figure will be available only with the purchase of this video game, which is due out in July for Super Nintendo and Genesis.

*Doom*, the best-selling computer game of all time, is set to make its debut on the Super Nintendo Entertainment System this September. The game, which is being adapted by Nintendo itself, will feature the carnage-filled 3-D graphics of the original.

In the SSI AD&D adventure *Deathkeep*, an evil necromancer has escaped his icy prison and is wreaking havoc upon the surrounding lands. You're sent to a bleak, frozen wasteland to put an end to his terror. Fight your way through more than 25 dungeons, explore icy caverns, battle monsters, avoid insidious traps, and solve mind-boggling puzzles. The game will be available for 3DO and CD-ROM-equipped computers in late October.

This November, look for the Sony PlayStation and Sega Saturn home video game systems adaptations of the popular *Dungeons & Dragons Tower of Doom* arcade game. Capcom and TSR describe this "real time" adventure as an exact replica of the arcade version, allowing four people to participate simultaneously.

**Tower of Doom:**

**Dungeons and**

**Dragons for the**

**Saturn and**

**Playstation. Kickin'**

**medieval tail with**

**big graphics and**

**sound!**

## Help Wanted!

Have you ever dreamed of having one of your paintings on the face of a *Magic* card? Wizards of the Coast is looking for artists for its collectible card games. Send a cover letter with your telephone number, a self-addressed, stamped envelope, and six to 10 finished, full-color art samples (no originals) to Wizards of the Coast, P.O. Box 707, Renton, WA 98057. Address your samples to Sandra Everingham if you're interested in *Magic* and *Vampire*, to Chris Rush if you're interested in *Netrunner*.

*Edgerunners, Inc.*, an 80-page sourcebook retailing for \$10 due in August from R. Talsorian Games, is the *Cyberpunk*'s employment board. This sourcebook, due for release in August, will give players a look at many of the businesses in the *Cyberpunk* universe.

Maybe there's a paying outlet for your *Magic*-playing skills after all. At press time, software giant Microsoft Corp. was set to take on *Magic* manufacturer Wizards of the Coast in the first-ever Corporate Card Challenge. WotC plans to make this corporate challenge an annual event—and who knows? Next time,

WotC or Microsoft might be looking for ringers!

## Dragons

U.S. Games' Dragon Tarot Deck is due out in November or December. Though the art for the deck will feature only dragons, it will be a traditional and perfectly usable tarot deck. Peter Pracownik, whose art was seen in *Wyvern*, will be the illustrator. The 78-card deck will retail for \$15.

TSR's first "kicker pack" for *Dragon Dice* will be rolling into stores in August. For \$5.95, players will get eight all-new dice, including monsters and their first look at human armies.

Love dragons? Interested in tarot? Then U.S. Games' Dragon Tarot Deck are the cards for you.







**COMING SUMMER '95!**

**A**ncient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

The **HYBORIAN GATES** card game brings this fantastic collection of art to life.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.

Infinitely expandable, **HYBORIAN GATES** is the new generation in collectible card games.

**Meet the artists of  
HYBORIAN GATES,  
Boris Vallejo and Julie Bell,  
at GEN CON® Game Fair.**



*Julie Bell and Boris Vallejo*





NAME: **Battlelords**

COMPANY: New Millennium

SET SIZE: 320 Cards

RELEASE: August 1995

PACKAGING: 60-card "Command Decks";  
15-card "Reinforcement Packs"

SUGGESTED RETAIL: Suggested Retail: \$7.95 per Command  
Deck; \$2.50 per Reinforcement Pack

**Here's the Deal:** This collectible card game brings the *Battlelords* RPG universe to your table. You play a mercenary commander struggling for fame and fortune in the 23rd Century. If you can complete vital missions, you can win the game. The 320 cards will feature art from well-known artists like Anson Maddocks, Quinton Hoover, Doug Shuler, and Randy Asplund-Faith.



NAME: **Guardians**

COMPANY: FPG

SET SIZE: 287 cards

RELEASE: August 1995

PACKAGING: 60-card starter decks;  
14-card booster packs

SUGGESTED RETAIL: \$8.95 per starter; \$2.79 per booster

**Here's the Deal:** This first collectible card game from FPG puts players in a world where everything they have ever known is a lie. The players tap into the power of godlike beings called Guardians to control what people think, dream, and believe. The art for this game will be done by five of the top artists in the comic and fantasy industry today: Brom, Don Matz, Mike Ploog, James Warhola, and game co-designer Keith Parkinson.



NAME: **Heresy: Kingdom Come**

COMPANY: Last Unicorn Games

SET SIZE: 374 cards

RELEASE: August 1995

PACKAGING: 60-card starter decks; 15-card booster packs

SUGGESTED RETAIL: \$9.95 per starter; \$3.95 per booster

**Here's the Deal:** This first collectible card game from Last Unicorn Games is set among the ruins of a forsaken Earth in which angels, demons, and humans battle. *Heresy's* 374 oversized cards (think long *Sandman* cards) will sport art from James O'Barr, Brom, and Michael William Kaluta.

## Angels and Demons

Heartbreaker Hobbies' RPG *Kult* will metamorphose into card form this October. In this collectible card game, you're either an Archon or an Angel of Death, manipulating dreams and passions to keep humanity trapped in the world of your making. Cards will be sold in 60-card starter decks and 15-card booster packs.

Caliber Game Systems plans on releasing *Daemonium: Realm of the Dead* in September. This new collectible card game will be based on Caliber's *Deadworld: The Realm* comic series, a series on the roles of godlike beings whose sole purpose is to grant entrance to the material plane. With characters like King Zonble, Silverdawn, and Outhan, players travel the *Daemonium* form of the between worlds.



## Conspiracy Corner

Chessex recently released the *INWO* pack, which contains 15 action tokens, four pairs of pyramid links, and two dice. All come in a pouch emblazoned with the creepy *Illuminati* pyramid-with-an-eye. (Which is also found on the dollar bill, about eleven of which you'll need to buy the pack.) The stones, pyramids, and pouches come in varying colors.

Bold City Graphics is producing hats and T-shirts with Steve Jackson Games'



eye-in-the-pyramid logo. *Car Wars* and the *INWO* logos will also be featured on the apparel, which will be distributed through gaming stores.

In August, Steve Jackson Games will unleash *GURPS IOU*. For \$17.95, this 128-page crossgenre world book brings you to Illuminati University, a transdimensional campus filled with heroes and villains from every imaginable genre. Phil Foglio provides cover and interior art.

The first *Castle Falkenstein* novel, *From Prussia with Love*, is scheduled for a late summer release from R. Talsorian Games and Prima Publishing. Written by fantasy novelist John DeChancie, the story pits Tom Olam against Bismark and his latest attempt at world domination.

## Shameless Hype

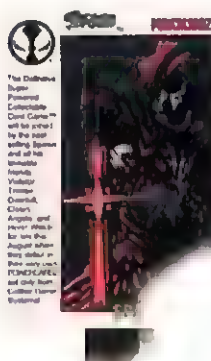
This year's Gen Con will be held in Milwaukee's MECCA Center Aug. 10-13. Over 1,200 game events are planned for this convention. For more information or a registration form, send your name and address to Gen Con Game Fair, 201 Sheridan Spring Rd., Lake Geneva, WI 53147 (and hurry!).

Speaking of conventions, not only will the *InQuest* staff be at Gen Con, we'll also be at DragonCon in Atlanta in July. Drop by, say hi, and tell us how to make *InQuest* even better.



**NAME:** **Marvel OverPower**  
**COMPANY:** Fleer  
**SET SIZE:** 388 cards  
**RELEASE:** August 1995  
**PACKAGING:** 64-card starter decks; nine-card booster packs  
**SUGGESTED RETAIL:** \$5.95 per starter; \$1.49 per booster

**Here's the Deal:** *Marvel OverPower* will give players and fans alike the ability to play their favorite Marvel Comics characters, including Rogue, Sabertooth, and Spider-Man. (Plug: *Wizard* #50 will feature an exclusive *Marvel OverPower* card. Check it out!)



**NAME:** **Spawn Powercardz**  
**COMPANY:** Caliber Game Systems  
**SET SIZE:** 180 cards  
**RELEASE:** August 1995  
**PACKAGING:** 50-card starter decks; 15-card booster packs  
**SUGGESTED RETAIL:** \$9.95 per starter; \$2.99 per booster

**Here's the Deal:** *Spawn*, one of the world's hottest comic characters, is leaping into the trading card market this August. *Spawn Powercardz* will be a self-contained game that's also perfectly playable with Caliber's original *Powercardz* set. The series will feature characters from the comic, including Violator, Angela, and the man (uh, demanspawn) himself, Spawn. And in issue #5 of *InQuest* (uh oh, another plug), look for an exclusive *Spawn* card from the set!



**NAME:** **WildStorm: The Expandable Super-Hero Card Game**  
**COMPANY:** WildStorm Productions  
**SET SIZE:** Set Size: 315 cards  
**RELEASE:** August 1995  
**PACKAGING:** 60-card starter decks; 15-card boosters  
**SUGGESTED RETAIL:** \$7.95 per starter; \$2.25 per booster

**Here's the Deal:** *WildC.A.T.s*, *Gen13*, *Team 7*, and more than 120 characters from the WildStorm universe will be included in this collectible card game designed by Jim Lee and Drew Bittner with Matt Forbeck. Some non-WildStorm characters will make guest appearances in the game, though WildStorm Productions isn't saying who. All illustrations will be provided by WildStorm artists.



# A New Age Cometh!

***Ice Age warms Magic fans  
in Toronto.***

By Michael Searle

Luckily *InQuest* sprung for a round-trip ticket.

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**M**inus the forgotten tickets, the discount roller coaster posing as a state-of-the-art jet plane, and the sleepless in Toronto weekend, it was an awesome trip. Hey, how could it not be when we got a sneak peek at *Ice Age*, the hottest new *Magic: The Gathering* set since *Legends*? Yes, *Ice Age* debuted in Toronto in early June, and may already be in your hands if you're one of the lucky ones with a cool gaming store (or a glacier) in your back yard. Three valued *InQuesters*—myself; Doug Goldstein, our production director and Card Stock columnist; and Gareb Shamus, our fearless leader, the president and publisher of Wizard Press—set out that fateful weekend with one goal, and one goal only: not to make fools of ourselves in the tournament.



Saturday, our first day, started with a confused cab ride around the city before a fortunate break—the cabby's meter hitting 10 bucks—landed us in the general vicinity of the tournament. Since we still weren't sure we were in the right spot, we hunted around. Outside the Queen Elizabeth Centre, we came across a few hints: lines of rabid fans (usually a dead giveaway for a big event), people with large suitcases (hmmm), and a poster declaring that the original Batmobile and the original TV Batman, Adam West, were part of a huge comic extravaganza inside (bonus!).

Moving through the throng, we realized a crucial element of our plan was amiss: our press passes were inside, and we were outside. Little did we know that the secret entrance to the Batcave was designated by the garbage dumpsters around back. Eventually, of all people, a guy from *Scrye* (hey, that rhymes) showed us the out-of-the-way media entrance.

If we thought outside was bad, inside was an utter madhouse. Seven hundred raving lunatics, us included, were jammed into a single, snaking line for the registration table. It was like the wait for those one-stall bathrooms at an amusement park. Fortunately, Wizards of the Coast personnel were nice enough to give us the royal carpet treatment, escorting us through the bodies and barricades and up to the *Ice Age* tournament table, where we received neat li'l press badges.

And then we waited. And waited. It was loud and it was hot. Gareb and I passed the time talking to a chatty fellow named Blue. Two and a half hours later, the tournament started. It was well worth the wait.

Under armed police supervision (they weren't foolin' around), WotC started handing out the cards: a starter deck, a booster pack, and one of each land. Everyone was so excited, the cards might as well have been tickets to the premiere of the next *Star Wars* movie.

We couldn't open our cards right away (remember, they had guns!), so everyone checked out each other's lands, admiring the scenic pictures and wondering what exactly a "snow-covered land" was. It was probably the most attention land cards will ever receive.

We also admired the cool packaging—the beautiful blue and white pastels surrounding pictures of jesters, dinosaurs, female warriors, and dragons. Like I said, we had time to notice these things.

What would the world be without rules and regulations?

# Wizards of the Coast presents the WORLD PREMIERE ICE AGE

SEALED-DECK TOURNAMENT  
CANADIAN COMIC AND CARD SPECTACULAR  
TORONTO, ONTARIO, CANADA  
Saturday and Sunday, June 3-4

## WELCOME

Welcome to the world premiere of Magic: The Gathering—*Ice Age*™, Wizards of the Coast's new mind-blowing trading card game. The *Ice Age* Sealed Deck Tournament is the ultimate Magic gaming experience. Players get the opportunity to compete in a tournament environment with cards they have never seen. Adapt or die—this is definitely what *Ice Age* is all about.

Over one thousand players will be expected to participate in the *Ice Age* Sealed-Deck Single Elimination tournament. Players eliminated from the event in the first and second rounds are expected to participate in the third round on Sunday.



"I've got two tickets to paradise!"

We were waiting for them to pass out the official rules. Of which there were three main ones.

First, snow-covered lands were basic lands, except they affected *Ice Age* cards both positively and negatively. If you have snow-covered land in play, you might be more susceptible to attacks from Rime Dryad, which has snow-covered forestwalk; but you could also gain the benefit of trampling for your Woolly Mammoths.

Second, there were lots of cards that let you draw an extra card during the next upkeep. If you cast one such spell on your turn, you get an extra card on your opponent's turn; if you cast it on their turn, you get two cards on your turn.

The third rule was a little more complicated: cumulative upkeep. This idea is fun, since it mostly applies to powerful critters; it's like having temporary creatures. It works like this: if you have a cumulative upkeep of one blue mana, then you must pay one blue on the first upkeep, two blue on the next, and three blue the upkeep thereafter. Eventually, you won't be able to pay for the cumulative upkeep, and the creature (or enchantment) goes bye-bye.

And then we were off. Wrappers flew everywhere. Players oohed and aahed as they thumbed through their packs. An excited tremor ran through the crowd as a chorus of "Icy, icy, icy" sprang up sporadically up and down the tables. The Icy Manipulator was back!

I lucked out with a triple land (Karplusan Forest) and the kick-ass Giant Trap Door Spider, while people around me ended up with Brainstorms and Jester's Caps. It was pretty exciting.

Time was ticking away. Beforehand, it seemed like 75 minutes would be an awful lot of time to build our decks, but after doing a few double takes over spells like Necropotence and Winter's Chill, I realized it really wasn't. For me, the assembly phase was a slow process. I read through each card carefully, making sure I understood each one



before going on to the next. I wanted to avoid stupid mistakes later on, so I studied the cards by sorting them into colors and rereading the ones I ended up keeping. Time passed in a snap.

Blue was my strong suit, so I went with my big guns—Sea Spirit and two Illusionary Forces—and complemented them with red creature elimination (two Incinerates) and green creature enhancements (two Giant Growths). I ended up with a 43-card deck, including 16 lands.

Finally, I sat down across from a young kid in one of his first tournaments. Oh man, what a time to be initiated into *Magic* madness! He was playing a four-color deck (no red), with a bunch of whoppingly huge creatures (Scaled Wurm comes to mind).

The first play of my *Ice Age* career was Clairvoyance—I looked through my adversary's hand. Ironically enough, he had a Clairvoyance of his own, which he hit me with the following turn. So we both knew what the other had; it was now truly a game of strategy.

I worked quickly, attacking with my Sea Spirit, Orcish Conscripts, and Goblin Sappers. I ended up doing a colossal amount of damage to him, but he stayed alive for a long time with Illusions of Grandeur, a blue enchantment that when brought into play gives you 20 life for a cumulative upkeep cost. In essence, I had to do 40 points of damage to kill him.

The second game was less dramatic. We both drew little mana, but he drew less. I advanced to the second round.

There I met a Canadian guy with more tattoos than Axl Rose. Spider webs on each arm, lots of ugly creatures—he had a miniature Dominionaria going on his skin. Nice guy, though.

That didn't stop him from walloping me in the first game. I almost ran out of cards, but my Canadian friend spared me that fate by nailing me with an 11/9 trampling Goblin Mutant. The second game, I fought back and won with a particularly resilient Dire Wolves.

The final game was a nail-biter. It was down to three life to three, and on my turn I attacked with everything—an Orcish Farmer, a Zuran Spellcaster, and Dire Wolves (gotta love those guys!)—finishing him off with a well-placed Giant Growth on the unblocked Spellcaster. Whew!

But all good things must end. I put up a good fight in the third round, but eventually succumbed to the ultimate creature deck. Balduvian Barbarians, Sabretooth Tiger, two Gorilla Packs, Rock Hydra *Ice Age*-style, a bunch of goblins, plus an Icy Manipulator—you name it, he had it. Come to think of it, my opponent ran through me so fast that he probably ended up making sushi of the next guy on momentum alone.

Oh well—I ended up finishing somewhere in the top 150 out of 650. Doug went even further—to the fourth round, one short of the finals the next day. Not bad, but the true accomplishment was seeing all the cool new cards.

The following day, Sunday, was much more relaxed. Since there were a lot fewer people, the speed tournament started on time. In fact, I ended up having a lot more fun in the speed tournament. Why? Simple: I got to play a lot more matches.

In the speed tournament, you play a random opponent for three duels, mark how many ante cards you win or lose through those three duels, and then head back up to the scorer's tables to get a new partner. You also keep track of your overall ante score, so when you go to be paired off, you'll always play against an opponent with a similar score, whether you've won five or lost six cards.

I'll admit I wasn't too speedy, deciding to play this second tournament leisurely. Still, I finished with a +7 score, just short of the +9 cutoff for advancing.

And what of my fearless comrades? Doug finished with a +8, just missing as well, while Gareb was on a flight back to the U.S. of A. (his mind was blown as soon as he found out *Magic* had five colors).

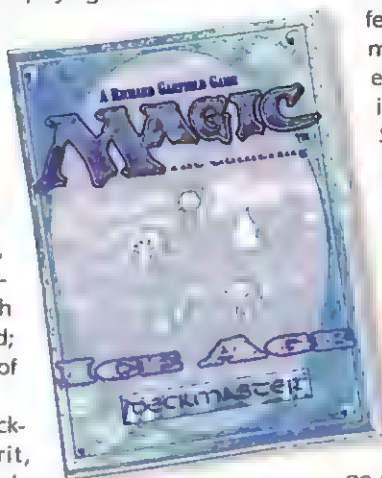
By this time, evening was near, and we took a quick tour around the convention before skedaddling. We'd missed Adam West, but there were plenty of comics, games, and cards floating around. I didn't want to leave without a memento, so I stopped by a framed-print vendor and picked up an Elric of Melniboné poster. (What a pain getting that back through customs was!)

\* It was quite the all-around trip. I won some cool ante cards and lost some too (Illusionary Wall—ouch!). We met lots of great fans and gamers, including Richard Garfield, and Wizards of the Coast were the consummate hosts. Even Kato Kaelin was there.

*Ice Age*, for so long a faint hope on the horizon, had arrived!



Hey, we're famous!



"Cards, we got cards. What's your pleasure? Ornithopters?"



Locked in battle of *Ice Age*, these two combatants never noticed their pants were missing.





Welcome To The True Past...



Limited Edition  
AUGUST 1995

GUARDIANS created by Keith Parkhouse and Lita Piotrowska  
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Artwork © Dan Mead







# Freezer Burn

**InQuest ranks the 10 most desirable Ice Age cards.**

**W**hew, give us some aspirin! You try coming up with a Top 10 *Ice Age* list and see if your cranium doesn't bleed. Starting with a Top 26 list, we narrowed it down to the best of the bunch, relying mostly on usefulness, versatility, desirability, and overall raw power. Since in our heart of hearts, we couldn't go with just 10 cards, we threw in two extras—an honorable mention and the most worthless *Ice Age* card on the face of the planet!

By the InQuest staff



## 1) JESTER'S CAP

Good Lord, this card's gonna be restricted faster than a new door in the Pentagon! With a casting cost of four mana, an activation of two and its sacrifice, Jester's Cap allows you to search through your opponent's library (!) and remove three of the cards from the game. We'll pause here to let that sink in.....

.....Crap your pants yet? Not only does it put a hurtin' on any deck it's used against, it's downright devastating against single-minded decks. Against white weenies, pull three Crusades. Discard deck, yank three Racks. Ouch.



## 2) ICY MANIPULATOR

You can just picture the scenario: kid goes into a store, picks up an Unlimited Icy with the money he's been saving, gets a couple of packs of *Ice Age*, goes outside, opens the packs, gets an *Ice Age* Icy, and just stands there in gaped-mouth awe. Then a bus goes by and nails 'im. The Icy, last seen in Unlimited, is back. Four to cast, one and tap to shut down any land, creature, or artifact. The Icy kicks royal butt. (We like the older card, though. It just looks cooler.)



## 3) ANARCHY

Red, which remains one of the most-feared colors thanks to its direct-damage capabilities, had one big Achilles' heel: COP: Red. If you were playing an all-red deck and your opponent pulled a COP: Red, you were finished. No longer. Now, thanks to Anarchy, a red sorcery that's two red and two others to cast, you can destroy all white permanents in one shot. COPs, Crusades, Sar-ras—they all wave bye-bye. For additional giggles, try Anarchy with a Sleight of Mind.





#### 4) DEFLECTION

Oh boy, the things you can do with this spell. What's worse than a Force Spike on your tapped-out Summon spell? Having your Dark Banishing or Disenchant retargeted to one of your own permanents. Yup, Deflection not only protects your stuff, but gives you control over where that spell finally ends up. For one blue and three others, you can turn defense into offense. (Boy, do we wanna be there when some cheesehead lights up a Channel/Fireball.)



#### 5) SERAPH

Sure, the Serrallike Seraph has a colossal casting cost (whoa...one white and six others), but think of what you get: a 4/4 flyer who takes control of all creatures she kills! Your opponent will be hard-pressed to find blockers strong enough to stop her, and even then he might think better. Played with spells like Sacred Boon, Fylgia, or the Elvish Healer, your Seraph will either single-handedly smash your opponent into submission, or she'll be busy raising an army to do the job!



#### 6) HECATOMB

Wow, somebody over at Wizards of the Coast had a lot of fun coming up with these Ice Age cards. With a casting cost of two black and one (and the sacrifice of four creatures...owl), Hecatomb is monstrous, acting as a targetable Pestilence. "What?!" Yup, Hecatomb is pumpable with swamps, doing a point of damage to a target creature or player of your choice. And it being an Enchantment, it sticks around turn after turn, offing anything that doesn't tickle your fancy.



#### 7) WINGS OF AESTHIR

An enchantment that gives creatures flying? Pretty good. One that gives a critter +1/+0? Ah, not bad. One that gives it first strike? Wow, that's neat. Now roll 'em all up into one enchantment, bake at 450° F for 20 minutes, season to taste, and bingo, you got a critter that even the all-mighty Shivan'll shy away from. And did we forget to mention casting cost? One white and one blue. Wowza.



#### 8) JOKULHAUPS

Geez Louise, like red didn't have enough going for it. A sorcery with a casting cost of two red and four others, Jokulhaups is the Ice Age equivalent of Nevinyrral's Disk on steroids. When cast, Jokulhaups destroys...everything. Artifacts, creatures, even lands. The only things safe are enchantments—but without mana, you can't activate a COP: Red, and Ice Age's anti-red Justice enchantment withers without the upkeep. Mental note: keep some mana in your hand when you've got Jokulhaups floating around in your deck.



#### 9) ELDER DRUID

Enervate and Infuse. One taps a creature, land, or artifact. The other untaps it. Both let you draw an additional card. Two Ice Age cards that are half-Twiddles. Two Ice Age cards that suck. Taking up the slack in Twiddle's absence (and the presence of its weak-ass replacements) is the mighty Elder Druid. For one green, three others, and tapping, the 2/2 Druid can tap or untap anything but an enchantment! A living Twiddle, by golly!



#### 10) CONQUER

The only thing we have to say about red's land-stealing enchantment is that it's about freakin' time! Geez, we've been having loads of fun with Control Magics and Steal Artifacts, but we've had to content ourselves with just stripping any good lands our opponent's gotten (with an occasional Gauntlets of Chaos thrown in to keep things interesting). But no longer! Costing two red and three colorless, Conquer is an enchant land that swipes your opponent's terrain and puts it under your control. Nyah-ha.



#### BRAINSTORM

One of the best things we can say about Ice Age is that there are next to no crappy cards in it. It's a well-thought-out set that offers fans plenty of exciting cards, including the awesome Brainstorm (can you say Ancestral Recall?). One of many common cards in this set that are truly excellent. Big thumbs-up to WatC!



#### ELKIN BOTTLE

The crappiest card in Ice Age. Sure, there were a few others in the running, but the Elkin Bottle takes the cake. It seems harmless: you tap three mana and the bottle to draw a card. But if you can't play that card by the next upkeep, it hits the graveyard. Ummm...what if you don't have enough mana to cast it? What if it works in conjunction with other cards (Deflection or Sleight of Mind)? What if it's a land and you already played one? The list of why it sucks goes on and on. Our advice? Stick this card in the binder you keep your Goblin Artisans in...and leave it there.

The InQuest staff, none of whom use toilets properly, are now penniless thanks to Ice Age.



# Book Burner

By Michael Searle

How'd you like to beat someone without ever doing a single point of damage to them?

Is it possible? Sure—and this deck'll do it for you. In fact, it's guaranteed to burn through the opposing library faster than a mob of raving, smoke-hungry lunatics hell-bent on censorship.

The deck's basic strength is its library stealers: the Millstone and Howling Mine. They're both cheap artifacts (two mana to get out), and they'll help deplete the other guy's library quickly.

For two mana, your Millstones will grind away at the other deck, forcing your opponent to discard two cards straight to the graveyard. Not only do you work toward the goal of library removal, but you get the pleasure of seeing horrified looks when Moxes and Shivans go shooting into the discard pile.

Howling Mine is a little more dangerous: everyone starts drawing extra cards every

round. You won't be complaining, but you'll have to worry about your opponent using those cards against you. Hence the Cursed Rack—throw that crazy thing out, and no matter how many handfuls of cards your enemies end up with, they'll have to drop down to four by the end of their turn.

You will, however, have to worry about taking damage, so you're chock full of heavy life-giving cards: Ivory Tower, Streams of Life powered by Fallen Empires counterbuilding lands for big doses of health, and Reverse Damages to fill up on life instead of losing it.

To complement the life givers, you've got some serious creature elimination going for you. By the fourth turn and thereafter, you should be able to Wrath of God, blasting away huge chunks of weenies or that one annoying monster.

Even better, this deck has a special little trick: the Heaven's Gate/Martyr's Cry combination. Wait until your opponent loads up on creatures in play, then sock 'im with a Heaven's Gate (turning all his creatures white) followed by Martyr's Cry (removing all white creatures from play—and more importantly, forcing your enemy to draw one extra card for each of the creatures going to the graveyard). A double whammy!



## The Rabid Librarian

### SPILLS

#### Blue

- 1 Ancestral Recall
- 1 Braingeyser
- 1 Recall

#### Green

- 2 Night Soils
- 1 Regrowth
- 2 Streams of Life

#### Red

- 1 Fork
- 1 Wheel of Fortune

#### Artifacts

- 2 Disenchants
- 3 Heaven's Gates
- 3 Martyr's Cry
- 2 Reverse Damages
- 2 Swords to Plowshares
- 4 Wrath of God

#### Artifacts

- 1 Cursed Rack
- 4 Howling Mines
- 1 Ivory Tower
- 4 Millstones
- 1 Nevinyrral's Disk

#### Lands

- 1 Sol Ring
- 2 Tormod's Crypts
- 1 Location Store
- 6 Plains
- 2 Plateaus
- 1 Sand Silos
- 4 Savannahs
- 1 Taiga
- 2 Tropical Islands
- 4 Tundras
- 1 Volcanic Island

#### SIDEBOARD

- 1 Alabaster Potion
- 2 Blue Elemental Blasts
- 1 Circle of Protection: Black
- 1 Circle of Protection: Blue
- 1 Circle of Protection: Green
- 2 Circles of Protection: Red
- 1 Circle of Protection: White
- 2 Dark Spheres
- 2 Drafn's Restorations
- 1 Reverse Damage
- 1 Tranquility



If all else fails, use Nevinyrral's Disk and aim for a clean sweep. My only advice: don't use the panic button with all your artifacts out.

The underrated Night Soil, which sits there all useless and innocent-looking at the beginning of the game, can also be a real workhorse for you once graveyards start growing. Think about it: since you have the power to send so many creatures to sayonara-land, the grave-eating Night Soil can serve a dual purpose: destroying your opponent's creatures once and for all (no more Resurrection crap) and building a modest army for you, which could be the only creatures on the board if you play your cards right. It's a rare game in which you can actually kill someone with damage, so I usually don't attack, letting the little Night Soil critters stick around as expendable blockers. (It's more fun that way.)

Finally, since you're piling so much stuff into graveyards—with the Howling Mines out, you may end up discarding yourself—you're wasting precious resources if you can't dip back into your spent cards. Try holding on to your Recall and Regrowth until you really need a card that's been knocked out of your hand or destroyed from play. Or until you want to reuse a card that you got a big kick out of the first time around, like Braingeyser, Ivory Tower, or Wrath of God.

Even more crucial, you must make sure your opponent never gets a chance to reshuffle his graveyard back into his library or you're finished. That's why you're equipped with the almighty Tormod's Crypt: to square off against the one artifact that can ruin all your plans—that nasty Feldon's Cane—or to head off the equally awful blue Timetwister spell.

In a tournament, your sideboard, as always, can help you big time. Swap in your life-giving spells if your opponent isn't playing many creatures. The Dark Spheres and COPs can certainly help shore up your defense once you know what colors your opponent is playing. Last but not least, you've got two Drafna's Restorations in reserve—especially handy in recreating your battleground if your opponent decides to put in a couple of artifact-creaming cards like Shatterstorm, Energy Flux, or Nevinyrral's Disk.

All in all, not bad for a deck that doesn't shed a single drop of blood. But don't expect to win against any 200-card decks...

## THEME DECK THE NON-KILLER DECK

# FUN with Mutants

X-Men comics. X-Men cartoon show. X-Men spaghetti and freakin' meatballs with Beast-shaped pasta.

Yes sir, Marvel Comics' team of mutant superheroes are all the rage, and we wouldn't be doing our jobs if we didn't jump all over a fad.

It all started when someone cast Teleport in a game, and the guy next to me said, "Hey, like Nightcrawler! Neat!"

By golly, that was neat! But were there more X-Men lurking in my Magic binders? Suspecting I could fill yet another column with a goofy idea, I began my quest.

Right off the bat, I stumbled across the Juggernaut and Banshee. But could an all Juggernaut/Banshee/Teleport deck work? Hmmm...probably not.

Creative license in hand, I scanned my cards for tie-ins to any X-Men or X-Men-related character. Bam, making a 60-card deck was easier than sticking a refrigerator magnet on Wolverine's forehead! (Well, before that whole deboning fiasco...)

### CREATURES

#### Black

- 2 Banshees (Banshee)
- 2 Sorceress Queens (Selene)

#### Green

- 1 Wall of Ice (Iceman)
- 3 Wolverine Packs (Wolverine)

#### Red

- 3 Dragon Whelps (Lockheed)
- 2 Mountain Yeti (Sasquatch)
- 1 Sisters of the Flame (Scarlet Witch)

#### Blue

- 1 Island Fish Jasonius (Krakoa)

### SPILLS

#### Black

- 1 Pestilence (Pestilence)

#### Green

- 1 Avoid Fate (Longshot)
- 1 Berserk (Wolverine)
- 2 Winter Blasts (Iceman again)

#### White

- 1 Shohrazaed (One of several thousand alternate X-Men timelines)

#### Blue

- 1 Gaseous Form (Kitty Pryde)
- 1 Teleport (Nightcrawler)
- 2 Telekineses (Jean Grey)
- 2 Unstable Mutation (If people pointed at you and called you a mutant wherever you went, would you be stable?)

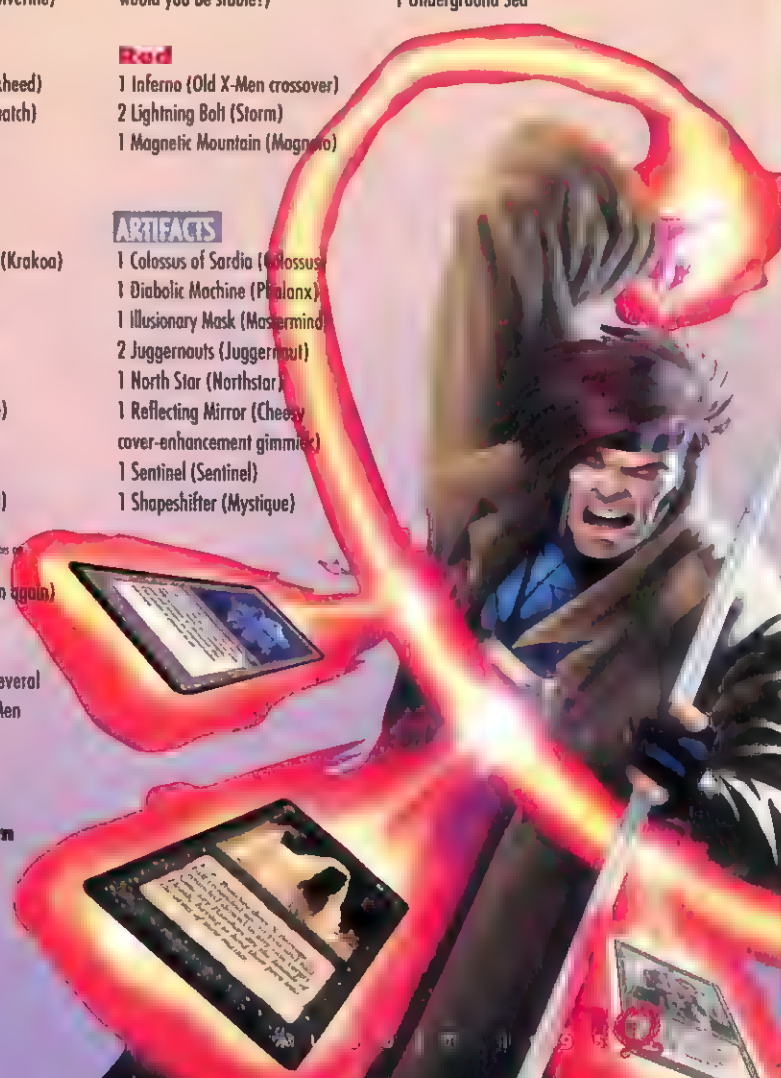
#### Red

- 1 Inferno (Old X-Men crossover)
- 2 Lightning Bolt (Storm)
- 1 Magnetic Mountain (Magneto)

### ARTIFACTS

- 1 Colossus of Sardia (Colossus)
- 1 Diabolic Machine (Phalanx)
- 1 Illusionary Mask (Mastermind)
- 2 Juggernauts (Juggernaut)
- 1 North Star (Northstar)
- 1 Reflecting Mirror (Cheesy cover-enhancement gimmick)
- 1 Sentinel (Sentinel)
- 1 Shapeshifter (Mystique)

Pat McCallum  
Mutant







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# The Friendly Ghost

By Jeff Hannes

## Peculiar and powerful uses for some of *Magic's* more versatile cards.

One of the least-appreciated cards from *Antiquities* has returned in the Fourth Edition.

The Colossus? Nah—everyone knows that Channel and Instill Energy're all you need to get him going. Ashnod's Battlegear? Not quite.

I'm talking about your friendly neighborhood ghost—the Xenic Poltergeist. For two black and one colorless mana (a Dark Ritual does the trick), you get a 1/1 creature with a deceptively nasty ability: tap the Poltergeist and a non-creature artifact of your choice becomes an artifact creature until your next upkeep, with power and toughness equal to its casting cost. Unlike with Titania's Song, however, the artifact retains its original abilities.

OK, I know what you're thinking: "Big deal. So if I happen to have an Aladdin's Lamp out, I can make a really big artifact creature. We went over this with Animate Artifact!" Well, you're right about that part, but the Poltergeist has a lot of other nasty uses that are often ignored.

One of the most potent features of the Xenic Poltergeist is that it can keep an artifact a creature continuously. Once "possessed," the target artifact will remain a creature as long as you tap the Xenic Poltergeist during each of your upkeeps.

What's the big deal about that? Well, normally when you cast a creature enchantment on an animated artifact, the

enchantment goes away when the artifact stops being a creature. With the Poltergeist's power, the artifact remains a creature, and the enchantments stick around. Throw an Instill Energy on your possessed artifact and you can use its abilities twice. With a Sol Ring, that's four mana a turn!

If you have a lot of spare mana float-

ing around, you can power up Aladdin's Ring twice to do eight points of damage a turn! If you're playing white, throw a Spirit Link on the Ring. Now that eight mana means four damage to your opponent and four life for you!

Is that Black Vise bothering your adversary so much that she's ready to crush it just as soon as she pulls a Disenchant? Use the Poltergeist to possess the Vise, throw a Spectral Cloak on it, and watch your opponent curse herself for Swords to Plowsharing your Hypnotic Specter instead of your "useless" little shade.

Of course, that's not all the Poltergeist is good for. One of black's biggest problems is that it has a tough time dealing with artifacts. With the Poltergeist around, handling enemy relics becomes a snap. Is that Forcefield keeping your Carrion Ants from wreaking havoc? Try transforming the Forcefield with your Poltergeist and casting a three-point Drain Life. No more Forcefield to ruin the Ants' picnic, and you get three life.

Don't have a Drain Life in hand? Wait for your opponent to use that annoying artifact during his turn, turn it into a creature, and then employ a Nettling Imp or Norritt to reduce the helpless artifact creature to dust.

Of course, there's also the direct approach. As mentioned before, an animated Aladdin's Ring or Lamp can be quite a potent attacking force. Even smaller artifacts can get some damage in if you keep your opponent's blockers occupied. Don't hesitate to swing in for a point of damage with that Library of Leng if your opponent doesn't have any defenses. Just remember that when artifacts that require no activation cost are tapped, their effects cease.

The Poltergeist often makes a good ally for those cards with nasty appetites. Take that now-useless Black Vise and chuck it to your Lord of the Pit. He doesn't care if it's crunchy, as long as it's his.

Anything you can do with a normal creature, the Poltergeist will let you do with an artifact as well. It may not win you any tournaments, but hey, it's fun to crush \$100 Moxes by turning them into 0/0 creatures. Pick up a few Xenic Poltergeists and see what kind of surprises you can invent.

**Jeff Hannes** recently completed his junior year at the University of Rochester, where his course load included "Myth of the Android" and "Alien Sex." He wrote "Tricks of the Trade" for the *InQuest* special edition and our cover story on vampires for *InQuest* #1.





# *Does God Cry When You Play Dungeons & Dragons?*



*A Look at  
Religion &  
Fantasy Games*

By Eric Black



*The Darkness Among Us* must be a great relief to fretful parents across the U.S. At last, a book that takes all the guesswork out of trying to tell if your sullen teen has made a pact with Satan:

**“Warning Signs of Adolescent Occultic Involvement:**

**“• Changes in school habits**

**“• Rejection of parental values**

**“• Poems and prose with themes of blood, death, murder, Satan, evil, dying, and suicide**

**“• Ferns, palms”**

**And so on.**

**D**iabolical influences are everywhere, according to this book. Did you know the *Mr. Ed* theme contains the backward message, “Someone sung this song for Satan”? Or that the Eagles’ “Hotel California,” played in reverse, says, “Yes, Satan organized his own religion... It was delicious... He puts it in a vat and fixes it for his son and gives [it away]?”

The author, a minister and professor named William Viser, does not shy away from hammering at what he believes to be the work of the devil. I imagine Viser sitting in his fernless home at work on the sequel, momentarily transfixed by the realization that “Don Henley” and “Glenn Frey” are almost an anagram of “renegade hell donkey.”

Viser does have a serious message, though, and part of it is the allegation that

fantasy roleplaying games are a dangerous, satanic influence. If you believe this kind of thinking has no currency in the real world, consider that just a few months ago a New York state school district temporarily banned *Magic* when the mother of a pair of fourth graders said the game was evil.

Are religious claims about fantasy games nonsense? Or are we going to go to hell for playing *D&D*?

### **Aaieee! We're Doomed!**

Accusations against fantasy games began in 1979 when Patricia Pulling, founder of the political action group Both-ered About Dungeons & Dragons (B.A.D.D.), and Dr. Tom Radecki, from the National Coalition on Television Violence, started publicly connecting *D&D* to a number of suicide and murder cases.

“The game causes young men to kill



themselves and others," Radecki told *Newsweek* in 1985. "The kids start living in the fantasy...and they can't find their way out of the dungeon."

Pulling and Radecki have crusaded to raise the public's awareness of the damage they believe fantasy games cause. *D&D*, they allege, is responsible for no fewer than 125 deaths.

Yikes! Is this true?

games doesn't mean the games cause psychosis."

Many cases of "game-related deaths" are totally off the mark. The Committee for the Advancement of Role-Playing Games, another pro-gaming organization (in case you couldn't tell), has revealed that some of the "gaming deaths" involved nongamers, some were accidents mislabeled as suicides, and some were totally fictitious. CAR-PGa has found only one case it has yet to refute, and that investigation is still pending.

But even if we ignore the findings of the Industry Watch Committee and CAR-PGa—those ties to game manufacturers *do* seem rather cozy—Pulling and Radecki's claims remain statistically weak. Take Pulling's assertion that in 1981 there were four million *D&D* players (this jibes with an unofficial TSR estimate) and factor in the teen suicide rate for that year (12.5 deaths per 100,000 people). We would expect to find 500 suicides among *D&D* players just for that one year. Multiply that over a 15-year period and you wind up with 7,500 suicides. But Pulling and Radecki claim there were only 125.

And they're saying *D&D* is bad for us?

Nevertheless, these allegations have had a significant impact on many religious, anti-gaming books. In *The Darkness Among Us*, Viser quotes both Pulling and a NCTV publication, citing purported gaming deaths to substantiate his assertion that occult elements in fantasy games are dangerous.

And to writers like Viser, there's no doubt what's behind those deaths.

### Strangely, They Didn't Sell InQuest

Recently, I went to a Christian bookstore to learn what Christian thinkers are saying about fantasy games. The store had a section entitled "Cults," where there were numerous books on topics such as new age philosophy, Scientology,

the Mormon Church, rock music, satanism, and Islam. Some of the books endeavored to answer questions their readers might have about non-Christian philosophies, while others warned of the dangers those philosophies pose.

*D&D* didn't show up in the former category.

"*Dungeons & Dragons* is incorrigibly occult, incorporating actual occult spell-casting (which is spoken), occult symbolism (the magic circle, pentagram, and thaumaturgic triangle), hideous violence, and a basic amoral, animistic/polytheistic world view," writes Douglas Groothuis in *Confronting the New Age*.

"Players must use vivid imagination to assume the role



"By all that's unholy, do you know what time it is? Damn inconsiderate human!"

"The argument doesn't bear out," says Michael Stackpole. Stackpole is chairman of the Industry Watch Committee, an organization formed by the Game Manufacturers Association to examine and respond to such claims. In their investigations, the committee has discovered the not-very-surprising fact that gamers who commit murder or suicide do so for the same reasons other people do.

"What we have is trial by headlines," Stackpole explains. "If two people who killed each other met in a gaming club, that's what you hear in the press. 'It was a gaming murder.' But if two people meet on a golf course... no one calls it a golf murder.

"Just because people who may have problems play



of one of the game's characters and most of the characters are bad: thieves, assassins, magic-users.... Such intense exposure to evil affects a person's self-image and personality, and opens him to satanic influence," opine Neil Anderson and Steve Russo in *The Seduction of Our Children*.

"Fantasies the players involve and indulge themselves in include murder, rape, arson, pillage, terrorism, brutal torture, etc. Kids also take on the names of actual demons," Texe Marrs writes in *Ravaged by the New Age*. In the follow-up, *Dark Majesty*, Marrs goes on to explain that the satanic, new age conspiracy, of which *D&D* is but a pawn, has plans to imprison Christians in concentration camps located in the Pacific Northwest, all under the watchful eye of the Illuminati.

The basic gist of these arguments is that fantasy games are strongly influenced by the occult, which in turn is the province of Satan. Fantasy games, therefore, open the door for Satan to enter into our children's souls, and that is why so many gamers have supposedly wound up dead.

But being a gamer, you are painfully aware of one fact: these guys know zip about the technical aspects of games. If telling the DM "I wanna chuck a fireball at the ochre jelly" counts as "actual occult spell-casting," then taking the stack of 50s with the little choo-choo trains from a *Monopoly* game counts as "actual moneymaking." Anybody who thinks you can really get a Mold Demon to show up by turning some swamps on their sides is smoking dope.

"Fantasy 'magic' has very little in common with the meditation and ritual techniques performed by 'real' magicians," writes Christian gamer Andrew Rilstone in the British magazine *Interactive Fantasy*. "If a roleplayer were to buy an Aleister Crowley book in the hope that it would tell them how to become a *D&D* mage, they would be grievously disappointed."

All of this would make it very easy to dismiss the arguments of Viser, Groothus, and their pals, except for one thing.

They have a point.

### Let My People Go... Except Jeanne Dixon

No doubt, many Christians do not share the views of the writers I've cited. What all Christians do share, though, along with all Jews, is Deuteronomy 18:10-11, where Moses, in giving the law, says, "There must never be anyone among you who makes his son or daughter pass through the fire of sacrifice, who practices divination, who is soothsayer, augur, or sorcerer, weaver of spells, consulter of ghosts or mediums, or necromancer."

In other words, "No magic, buddy. And knock it off with those tabloid psychics."

Unfortunately for clarity's sake, Moses did not go on to say, "There must also never be anyone among you who pretends to do all that stuff for the purposes of a role-playing game." Nor, sadly, did he say, "There must never be anyone among you who does cup-and-ball tricks."

What this means is that if you're a Christian or Jew and want to play *D&D*, you have to make a moral deter-

mination. Actually practicing magic is obviously forbidden, but is pretending to be a wizard? Make-believe magic may not be dangerous in the way the Christian writers say it is, but maybe it contradicts your beliefs all the same. After all, imagining you're a witch with real powers—powers you might envy—is a little more complicated than putting on a witch costume for Halloween.

Is there any "official" word, then, on whether or not fantasy games are OK for religious gamers?

"On a basic level, there are prohibitions [in Judaism] against worshipping idols and ghosts and spirits and practicing sorcery," says Harry Stark, youth department secretary for the Bureau of Jewish Education in Los Angeles.

"However, *Dungeons & Dragons* is a game. There is a line you have to draw. Where do participants run the risk of crossing that line and taking the game seriously?"

"I am not aware of any teaching in the [Roman Catholic] Church that deals directly with these games," says Father Gregory Coiro, director of public affairs for the Archdiocese of Los Angeles. (I guess it was too much to hope for a papal bull.) As long as fantasy games are kept in the proper perspective, are not treated as

anything but games, and the players have an appropriate maturity level, then they are fine, he says.

"I know of nothing in Islam against these games," says Ahmad el-Gabalawy, religious adviser for the Islamic Center of Southern California, although he too draws attention to the important distinction between make-believe magic and serious magic.

In other words, you're on your own. If the line between real magic and fantasy magic is important to your beliefs, it seems you'll have to think about it and decide for yourself.

Rob Anderson has done just that.

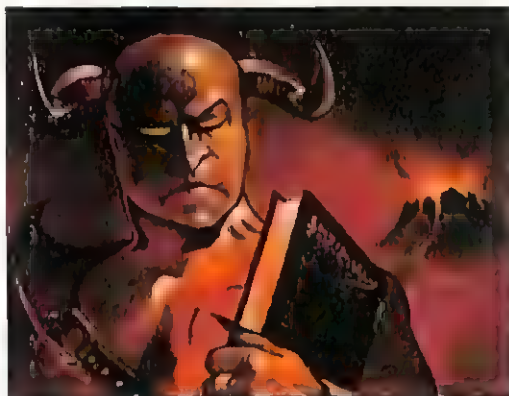
### Is the Whore of Babylon Common, Uncommon, or Rare?

*Redemption* is the first collectible card game based on the Bible. You've probably seen ads for it in *InQuest*, if it hasn't shown up in stores yet (it's due mid-July). Perhaps it's made you cringe. Perhaps you think it's blasphemous. Or perhaps you think it's cool. Anderson, the game's creator, hopes the responses of fantasy gamers and Christians alike will lean toward that last one.

"My concern is that the adventure game community will perceive that I am trying to force my religious beliefs upon them," Anderson says. "I am not forcing my beliefs on anyone. It is up to the individual to choose Jesus or reject him."

"My concern with regard to the Christian community is that some people will not agree with my treatment of Christian theology within the game system and lobby against the game for that reason."

*Redemption* consists of a battle over Lost Souls between Heroes and Evil Characters, all drawn from the Bible. In a twist reminiscent of *Super Deck!*, players get to play both sides. When it's your turn, you play your hero; when it's



You can search for the Demonic Tutor all you want, but it's been removed from *Magic's Fourth Edition*.



another player's turn, you play your bad guy. An avid gamer, Anderson has put a lot of thought into the design of the game, and into the moral content as well.

"My game does not contain magic," Anderson says. The Bible "is the standard by which I try to live my life, and is the foundation of my view of the world. Any game that incorporates aspects of [Deuteronomy 18:10-11], even if it is just in fun, would be considered off-limits to me."

Will *Redemption* have angels, divinity, or demons? What about an afterlife or undead creatures?

"*Redemption* includes angels, the Son of God, and demons," the designer says. "If by 'afterlife' and 'undead creatures' we are referring to the fact that Jesus raised people from the dead such as Lazarus, and that Jesus himself rose from the dead, then I would see no problems with having these kinds of events in a game. However, if we are talking about vampires, zombies, and living skeletons, then I personally would avoid such a game."

No need, then, for Noah to make room for Scathe Zombies anytime soon.

Whether fantasy gamers take to *Redemption* or not, it's sure to be welcomed by people

who may have itched to try a collectible card game but couldn't find one with acceptable content.

So what does that mean for TSR and Wizards of the Coast? It's not exactly good for business when people believe your product will damn their eternal soul to hell.

#### A Baatezu By Any Other Name...

As you probably know, the Fourth Edition of *Magic* has brought some changes in the roster of cards. Wizards of the Coast periodically rotates cards out and replaces them to keep the game fresh. In this case, however, some of the cards rotated out were controversial. Contract From Below, Demonic Attorney, Demonic Hordes, and Demonic Tutor, all gone, all featured alleged satanic connections, like the pentagram in Demonic Tutor.

The second edition of *Advanced Dungeons & Dragons*, released in 1989, restructured the game from top to bottom. Lo and behold, lost in the shuffle were demons, devils, and the entire assassin player character class. (Actually, demons and devils are still there, but they're called "tanar'ri" and "baatezu," leaving theologians to debate whether a devil by any other name would be as evil.)

What happened?

"When the second edition of *AD&D* came out, we cleaned up our act," explains TSR spokesperson Tom McLaughlin. *D&D* is the most popular target for attacks on fantasy gaming, probably due to its high visibility. Some critics, in fact, don't seem to realize that other fantasy games exist.

"Critics often have no first-hand knowledge of the game," McLaughlin says. "We try to educate them. We have hand-outs for parents. We urge [them] to play the game with [their] kids."

Wizards of the Coast, meanwhile, thanks to recent controversies like the one in New York, now has a greater understanding of the objections some parents have to fantasy games. "We're sensitive to people's concerns," says Carrie Thearle, the company's media relations director.

Both companies are, like Rob Anderson, trying to balance gaming considerations with moral considerations. "We're not trying to produce *Candyland* or *Chutes and Ladders*," says McLaughlin, "but we do have standards. We want the games to be intriguing for players and have good ethical morals."

To that end, TSR has adopted a code of ethics. Items in this code include "Evil shall never be portrayed in an attractive light" and "Human and nonmonster character races and nationalities shall not be depicted as morally inferior to other races."

Will codes like this finally spell the end of attacks on fantasy games? Probably not. When it comes to some objectors, Michael Stackpole says, "We're never really going to come down to a meeting of the minds where they agree these games are not a threat."

But rather than backing off, the gaming industry is charging into the fray with a slew of releases that deal directly with religious issues. In Black Dragon Press' *Tempest of the Gods*, players crusade for mythological deities.

Last Unicorn Games' *Heresy: Kingdom Come* depicts a world where fallen angels and cyberspace demons vie for supremacy. And Steve Jackson Games'

*In Nomine* throws players into a world populated by angels and demons as well as Lucifer and God. If you want to know what kind of response SJG anticipates to *In Nomine*, check out the Moral Minority Illuminati card. The angry man in the string tie is holding a copy of the game.

Is it foolish for companies to release games like these that seem to be asking for trouble? Maybe. Is it blasphemous? Maybe. But maybe playing a game is a valid way for people to explore their own ideas about moral and religious issues. And maybe playing a game is also just good, escapist fun.

But what do I know?

I'm just another renegade hell donkey.



Steve Jackson Games' *In Nomine* features the ultimate bad guy. Guess Who?



Eric Black is a freelance writer, a Johnny-come-lately, a new kid in town.



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# Meet Fantasy Creator Robh Ruppel

By Andrew Kardon

**F**antasy artist extraordinaire Robh Ruppel didn't start out with visions of vampires and dragons in his head. Arches and beams were more like it.

Ruppel began his art career as an industrial design major at the Art Center College of Design in Pasadena, Calif., where he was hoping to improve his drawing skills.

"We went to an industrial design office and I saw what they really had to do," said the artist. "There wasn't enough drawing involved, so I took some painting classes and absolutely loved it. And then I found out, yes, you can make a living doing this."

Indeed he could. Besides being one of TSR's top artists, Ruppel's also done a number of fiction novel covers ("I hate to admit

At left: TSR artist Robh Ruppel's cover to *Planescape's Harbinger House*.  
Below: *Nightmare Lands* for *Ravenloft*.



## Vital Stats

**Name:** Robh Ruppel

**Birth:** Nov. 7, 1963, in Houston, Texas

**Occupation:** Illustrator

**Base of Operations:** TSR  
offices in Lake Geneva, Wis.

**Career Highlights:** *Planescape*  
and *Ravenloft* pieces for TSR, and the *Blood Wars* box set, *Hellbent*, slated for 1996







Above: Ravenloft's Scholar of Decay.

it, but I even did some Harlequin Romances"), magazine work, advertising for the mid-1980s *Twilight Zone* series, hospital brochures, and "lots of stuff for NBC in *TV Guide*."

He also did special effects for the robot at the end of the movie *Solarbabies*. And if you happened to catch Stephen King's *Misery*, you saw Ruppel's handiwork on all the books shown throughout the film.

As you'd imagine, going from Harlequins to skeletons was a definite pleasure for Ruppel, whose first professional work for TSR was the cover for the 1992 *Ravenloft* module *Night of the Walking Dead*.

"It was such a treat because I had been doing romance novels up till then. It was so nice to paint something dark and scary and grim instead of something happy and sort of gushy."

Ruppel, whose influences are 19th-century naturalists like Stan Hope Forbes, John Singer Sargent, and the Russian painter Ilya Repin, is truly an artist at heart. "If I can communicate what I'm feeling and other people get it, then that's the most you can hope for. That's what I get from the artists I like. I look at some things that they did and I feel what it's like to be there. And that stuff transcends time.

"You're sitting in a museum and you're looking at something that's 150 years old and the guy's long dead, but it's still communicating something. It's nice if the work can live beyond you, because we are mortal."

### **Favorite work of your own...**

That's hard to answer because when you finish a piece you're kind of blinded by it from staring at it for so long. I have a real fondness for [*Night of the Walking Dead*], just because it was the first one.

### **The one person you'd like to meet...**

[Portrait painter] John Singer Sargent, just to say, "How the heck did you paint those things anyway?"

### **Favorite munchie at 2 a.m....**

Back in the good ol' days when I was a freelancer, it would be any ice cream with peanut butter in it.

### **Favorite toy as a kid and as an adult...**

G.I. Joe with the lifelike hair and the kung-fu grip. As an adult, vinyl kits.

### **Favorite pastime or hobby...**

When I'm not painting at work, I come home and paint for myself.

### **Best Halloween costume you ever wore...**

My friend and I went as Bedouins one year. We put on makeup, mustaches, and turbans and got the flowing robes. I watched *Lawrence of*

*Arabia* a bunch of times to see how they tied everything.

### **Favorite fantasy character...**

I always thought the characters in *Blade Runner* were interesting, especially Deckard and Baty.

### **Fantasy character most like you...**

Any one of the people from Poe's poetry.

### **Person who would play you in a movie...**

For looks, maybe Matthew Broderick. But I like Eric Stoltz just for the kind of characters he plays.

### **Favorite cartoon...**

The Warner Bros. stuff was fabulous, and the stuff that Disney is doing now is just beautiful. And some of the Japanese stuff is really interesting.

### **People you'd most like to work with...**

Walt Disney if he was still alive. Jane Campion. Jim Cameron. Ridley Scott. Michael Friedlander [of FPG, the fantasy trading card publisher] is also doing some really nice stuff with cards.

### **If you were an all-powerful wizard, what you'd do with your powers...**

Give them to Mother Teresa, I guess. She'd probably do a better job at working things out.



# An Orgg is Born

## What it takes to make a Magic card

By Zachary Reid



**UGLY CONNECTION** The thought of goblins makin' it with ogres ain't pretty, and neither is the result.

**S**o you're flipping through a pack of cards from Wizards of the Coast's *Fallen Empires* series. You stop for a minute and take a long look at something called an "Orgg." It's an ugly, greenish monster sporting too many arms and flaunting its disrespect for dental hygiene. Just in front of its belly is something that looks like a rabid dog, hell-bent on not being consumed by its pursuer.

It'll cost you a bundle to play the card—two red mana and three others of your choice. How well it works for you depends upon your adeptness with a deck and the ability of your opponent.

We could argue all day and well into the night about the power—or lack thereof—assigned to this card. But we're a bit busy for that, so we called our friends at Wizards of the Coast and asked them to explain. What follows is a series of conversations with the people behind this particular card. You'll find insight into the original concept, what the artist wanted to do with the idea, how the card did in play-testing, and how it went from illustration and text to the card in your hand.

### The Origin

The expert: Jim Lin, who works in the research and development department at Wizards of the Coast. He was in the early *Fallen Empires* brainstorming sessions when the idea for this card first surfaced.

*InQuest: When you decide to create a new expansion set for Magic: The Gathering, do you have a specific idea in mind for each card, or is there a certain randomness associated with the process?*

Jim Lin: No, not all of the cards have a specific idea. But they have to fit into the history, they have to be a part of the *Fallen Empires* story.

*How does Orgg fit in?*

Basically, there are raiders attacking the empires. During this period, there was a weird breeding experience between ogres and gob-

lins, and that's where this came from.

*Where did the idea for the Orgg card come from?*

We were sitting in a room brainstorming ideas. We wanted a big, stupid ogre that doesn't know how powerful it is.

*Where did the name "Orgg" come from?*

The original idea came from one of our original play-testers, Chris Page, who also did some design work for us. When we were playing with little cardboard cards, way back, he used to call ogres "orggs." I don't know if he just mispronounced one of the cards or if it was intentional, but it kind of stuck.

*Did the card change much between that first meeting and the finished product?*

We start with an idea. In this case, it was a big creature. It's not likely to change too much, though in this case, it was cheaper [much easier to cast] than it ended up being. Originally, it was two mana.

*Once you have an idea, where does it go?*

To the artist, then to play-testing. We do inside play-testing [with Wizards of the Coast staff members], and we do some outside play-testing.

*Did this card become less powerful because of the play-testing?*

Yes. It was very difficult to defeat a deck that was relying heavily on those cards.

### The Illustration

The artist: Daniel Gelon, a member of the Wizards of the Coast staff whose work has appeared in several of the company's games.

*InQuest: When you were approached about doing the Orgg card, what were you given?*

Daniel Gelon: The title and a description. They wanted a cross between a goblin and an ogre; a mutant, basically. But when it attacked large monsters, it became a 'fraidy-cat.

*What was your interpretation of the card?*

The card is kind of goofy. It's a real big, dumb, lucky thing.

*Is the illustration on the card close to your*





first thought?

I had a few other ideas. I was playing around with the mutant forms. The goblin arms, those have been around since the beginning.

Were there major changes between the start and the finish?

I had a general idea of what I wanted. I wanted a large, hulking thing chasing a little thing across a mountainous landscape. I started out with a goblin.

How did you come up with the final illustration?

I did four or five thumbnail sketches, then two drawings and a final painting.

How much time did you spend on this particular card?

It takes two or three hours to do a final drawing, eight hours to paint it.

How many pieces did you paint for *Fallen Empires*?

I did eight pieces.

Is "Orgg" one of your favorites?

Yeah, this ranks as one of my favorites. I did three goblins for *Fallen Empires*. They're my favorite pieces.

## The Play-Testing

The play-tester: Chris Page, a graduate student in the physics department at the University of Pennsylvania. In his first year at Penn, he met Richard Garfield, then in his final year of studies, who was polishing the design of *Magic: The Gathering*. Garfield asked Page if he wanted to test a game. He did. Since then, Page's role has grown to include regular play-testing, supervising other play-testers, and occasional design work.

*InQuest:* Can you describe the typical process of being a play-tester?

Chris Page: They send us a list of cards and cardboard cutouts or a sheet of cards. With *Fallen Empires*, the cardboard sheets were randomized as decks. They were three-by-three, and that's how they were supposed to be used.

Do you have precise guidelines, or is there flexibility in play-testing?

With *Fallen Empires*, we used nonrepresentative cards [we traded cards from the decks Wizards of the Coast sent us].

What was your first reaction to the Orgg card?

Powerful. The Orgg card was originally two red mana. It was two red, and you could







### PROD-UGH-TION

The finished painting is scanned into a computer and laid out into a card format. Once film has been run and the card is printed, it's shipped off to your favorite card dealer.

get them out [into play] so fast, your opponent couldn't react. Early on, [Orgg] would trash all characters.

*How did the Orgg perform in the first couple of rounds of play-testing?*

It was pounding the other guy 75 percent to 80 percent of the time. Your opponent could fight for one or two turns, but that was about it.

*What is a typical play-testing scenario?*

We usually try for about eight groups. We're still trying to train play-testers, so sometimes, it's hard.

*What's the difficulty?*

You have to have someone who knows what they're doing. We have play-testers all across the country, so they're not always doing the same thing. I usually end up constantly correcting people.

*What do you do for Wizards of the Coast?*

I've done design, but mainly, I do a lot of play-testing.

The folks at Wizards of the Coast credit you with coming up with the name Orgg. Where did you get it?

From my mispronunciation of the word "ogre" from back when I was playing *Dungeons & Dragons*. It looked like "orgg," so I kept calling it that.

## The Production

The expert: Carrie Thearle, Wizards of the Coast's media relations director.

*InQuest: When the text and the illustrations are complete, what has to be done before the cards can go to press?*

Carrie Thearle: First, the art is scanned into the computer, color-corrected, and placed into borders. The cards and text are laid out in a layout program, color proofs are generated, and then changes and corrections are made. Then a second set of proofs are made and approved and films are generated and approved.

*Once you have camera-ready art, how long does it take to get a set into stores?*

About five to six months pass between getting art and product hitting the stores.



*Where are the cards printed and packaged?*

Carta Mundi, Belgium.

*What're the chances of getting an Orgg card?*

Orgg can only be found in *Fallen Empires*. If you buy a booster pack of *Fallen Empires*, you have approximately a one in 60 chance of getting an Orgg.

Zachary Reid has also written InQuest articles about Wizards of the Coast guru Richard Garfield and project manager Tom Wänerstrand. And no, Zach isn't on WotC's payroll; he's a fairly impartial freelance writer who lives in Richmond, Va.





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# CONTEST

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## The Build-It-Yourself InQuest Contest

Well, lookee there! All your favorite *Magic: The Gathering* artifacts and creatures are back for the attack in *Magic's* new expansion set, *Chronicles*. So while you're shedding wrappers and unearthing buried treasure, you might also want to try your hand at recreating your favorite *Magic* card. Trust us. You'll want to by the time you see the prizes.



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## How to Play

All you have to do to participate is actually physically create any artifact or creature found in *Magic: The Gathering*. Use anything you want (well, outhouse trash and lab animals are out) and just be creative—design an Elder Spawn with spray paint and a piece of coral, make a Nevinyrral's Disk out of a spare family heirloom. You can't design an Alog out of your sister, and don't think taking a shot of your pet iguana for the Thicket Basilisk is particularly creative.

When you're done, take a picture of it and show us your handiwork (no Polaroids, please, and remember that magic word: focus!). Remember, you can do anything you want. To go the easy route, try a Copper Tablet (writing on an orange piece of paper—what could be easier?) or the Dingus Egg (uh, maybe this is easier. It looks like an Easter egg). If you're in it for the challenge, try a Spinal Villain or an Orgg.

Anyway you cut it, it's easy, it's fun, and it's 100 percent fat-free! So hop to it, 'cause you could win some great prizes.

### Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast, and their immediate families or the original Broadway cast of *The Wiz*. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your photograph of the creature/artifact you created to it (please label your picture). Enter as many times as you like. Mail each entry separately to: Build-It-Yourself InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hey! Leggo my Eggo! All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality and creativity by Wizard Press from all properly completed entries. The selection will take place on October 16, 1995. All decisions are final. If you don't win and you can't handle it, tough.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Build-

It-Yourself InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

## Grand Prize (One winner)

One lucky reader will receive a 60-card *Chronicles* deck personally selected by *Magic: The Gathering* Big Kahuna Richard Garfield. This deck will include a card of the creature or artifact that you send in, and Big Rich will even autograph that card for you, 'cause he's such a swell guy!

## First Prize (100 winners)

Another 100 readers will receive two *Chronicles* booster packs, and one of those packs will even be autographed by Richard

Garfield. Ooogola ooogola ooogola! Don't open it!

Fill this puppy out, attach it to your entry, put it in an envelope, and send to:

**Build-It-Yourself InQuest Contest**  
c/o Wizard Press

P.O. Box 118  
Congers, NY 10920-0118

Contest Entry Form

This contest expires **Sept. 29, 1995**—  
so you'd better get your rear in gear!

My Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Phone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

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You want extra mana with that?

**This contest is sponsored by Wizards of the Coast, game makers deluxe and keepers of the Hurlon Minotaur.**

Official Build-It-Yourself InQuest



# Casting Call

InQuest casts the

## The Lord of the Rings

movie.

**Y**eah, there've been a bunch of cartoons (and a quasi-cartoon-live-action-whatever film) based on J.R.R. Tolkien's masterpieces. But when Minas Tirith looks like a sand castle and Gollum's jumpin' around like some whacked-up court jester... sorry, that just doesn't cut it.

So InQuest set out to cast the first *Lord of the Rings* flick with real actors, cool special effects, and high-budget location shots. All right, so it won't really be Middle-Earth, but it won't be the South Bronx either. Even though this movie we're casting is completely imaginary, we will give you one guarantee: our version won't have any cheesy songs.

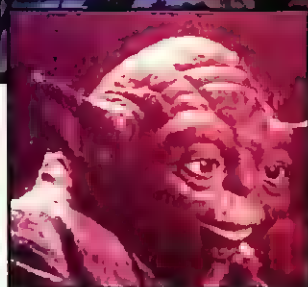
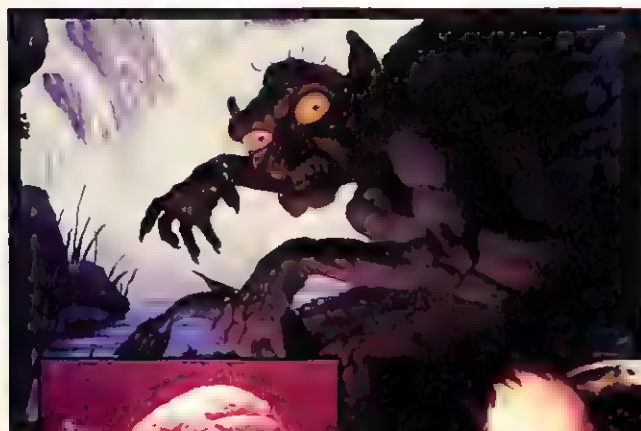
By a bunch of  
InQuest staffers

### Balrog

Tim Curry in his *Legend* makeup would make a very cool Balrog. Of course, he'd need a few more inches and an even nastier disposition, but plant him in the depths of Khazad-dûm and it's almost a sure bet.

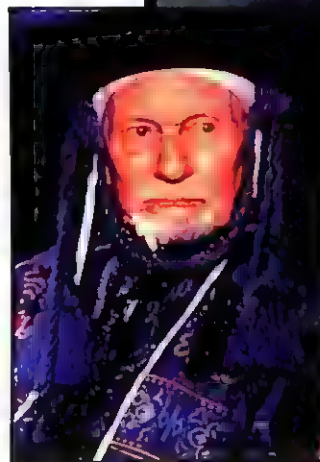






### Gollum

The wackiest *Star Wars* good guy would be the weirdest *Lord of the Rings* bad guy. The ol' Jedi master himself, Yoda, would play Gollum... uh, that is, Frank Oz would play Yoda, who would play Gollum... you get the picture.



### Gandalf

On to some real humans! The dignified Sir John Gielgud would fit perfectly as the most famous mage around, Gandalf. Best known for his roles in *Arthur*, *Gandhi*, and, more recently, *The Power of One*, a quick stop at ZZ Top's barber would make John Gielgud our man.



### Frodo

It's time to cast Frodo, our main protagonist, we went with *Jurassic Park* and *Radio Flyer* star Joseph Mazzello. Hey, it's a better gig than getting french-fried on a metal fence.



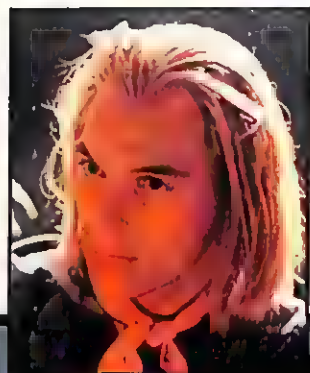
### Ringwraith

The head Ringwraith—heck, all of them—could be voiced by James Earl Jones, best known for roles in *Conan the Barbarian* and *Patriot Games*, and as the voice of the Emperor's favorite lackey, Darth Vader. Who better to work some menacing ventriloquistic tricks?



### Galadriel

Amy Yasbeck, of *Robin Hood: Men in Tights* and TV's *Wings*, would bring the beautiful Lady Galadriel to life. She's our only female lead, so we'll probably add in a few extra scenes in Lórien.



### Legolas

To play the best shot in the West, Legolas the Archer, we tabbed Julian Sands. The star of *A Room With a View* and *Warlock* is about as albinolike as they come, so he's a shoo-in for the fair-skinned elf.



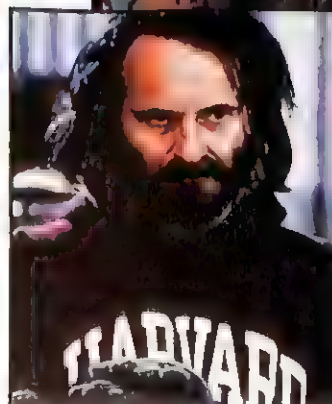
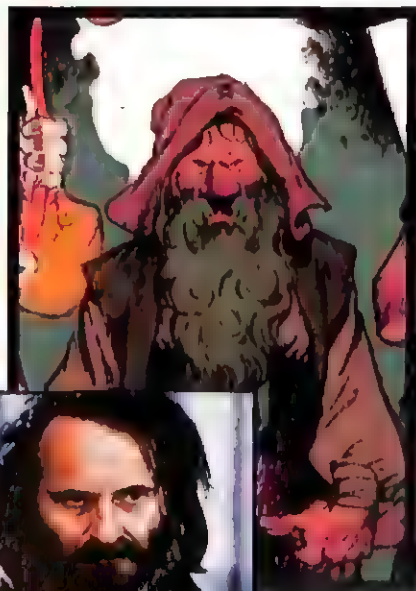
### Aragorn

Mandy Patinkin would be the spittin' image of Aragorn. You know him from *The Princess Bride*, *Alien Nation*, and, more recently, TV's *Chicago Hope*, in which he plays Dr. Geiger. Plus, he can do some cool shadow puppets.

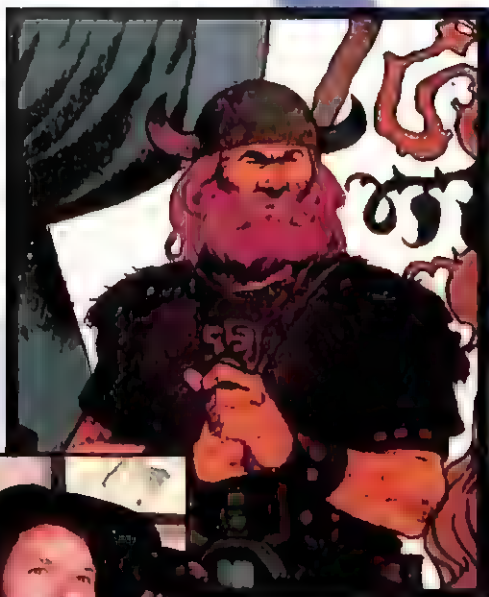


### Gimli

Joe Pesä, star of films like *Lethal Weapon 2* and *My Cousin Vinny*, steps in as the curmudgeonly Gimli the Dwarf. Yeah, we know—it's not exactly the most flattering of roles, but Joe's still gonna be the highest-paid actor in Hollywood by the time *InQuest*'s done with him.







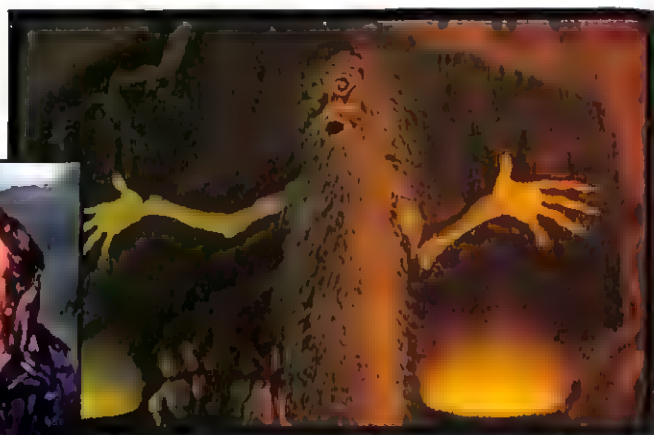
### Boromir

A big bear of a guy like Merlin Olsen would fit the Vikingsque Boromir to a tee. You've seen the ex-football star in the TV shows *Father Murphy* and *Little House on the Prairie*.



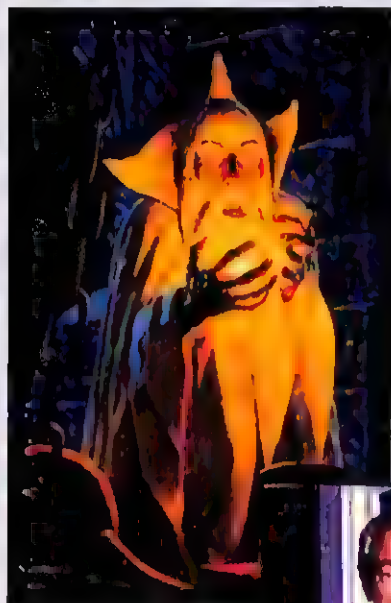
### King Théoden

For King Théoden of The Mark, the misguided yet noble ruler of Rohan, we chose Willoughby Gray from *The Princess Bride*. He's just got that grandfatherly quality to him.



### Treebeard

For the ancient, forest-grumbling Treebeard, we wanted to go with Don Ameche, but he didn't hang around long enough. So like all good Hollywood producers, we went to the No. 2 guy on our list: the ever-goofy Christopher Lloyd. He's been in tons of stuff, including the TV show *Taxi* and the movies *Back to the Future* and *The Addams Family*.



### Saruman

Max Von Sydow, of *Needful Things* and that fan favorite, *Flash Gordon*, terrorizes the screen as the traitorous Saruman the White. You don't even want to know what else he does down in that basement.



So there you have it. Of course, as epic as the *Lord of the Rings* is, we couldn't cover all the great heroes and villains—these're just the ones who'll fit on our movie poster.

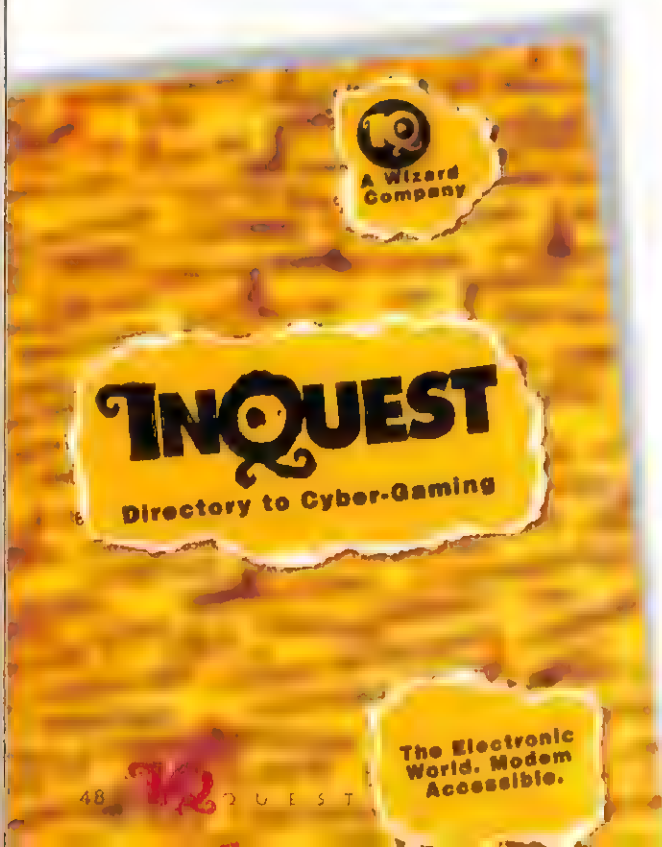
*The InQuest staff, who've been scoffing down Cracker Jack boxes for weeks in search of "The One Ring to Rule Them All," are thinking more and more about the advantages of going all-tofu.*

# Plugged-in



## The *InQuest* Directory to Cyber-Gaming

By Buddy Scalera



**Y**ou've heard all the stories. People playing games of *Magic* on their computer. *Illuminati*'s "home page" on the World Wide Web. Free game software. Graphics.

But like most people, you're not sure where to start. Well, neither were we, quite frankly. It's all a bit...intimidating.

But like any brave adventurers, we decided to surf



the Internet and the commercial on-line services for fun stuff. We found endless hours of cool places to hang out, get free stuff, and play games.

We checked out various computer on-line services including America Online, CompuServe, eWorld, Prodigy, and the World Wide Web. What follows is a sort of directory of cool places that we discovered. Of course, this is not a complete directory—that would be book length. This is just a starter's guide.

### ► The Basics

To get started, you'll need an IBM-compatible or Macintosh computer, a modem, and a phone line.

Modems come in all shapes, sizes, and, most importantly, speeds. We like to go fast, so if you don't already have a modem, we recommend buying at least a 14,400 bits-per-second modem, which is pretty fast at a reasonable price. A lot of the World Wide Web requires that kind of speed. Even if you stick to commercial on-line services, they usually charge by the hour, so a slow modem will cost you anyway.

### ► General Tips

- Read FAQs. FAQ is an abbreviation for Frequently Asked Questions. Read 'em. They're there for a reason. These gems of information can help save hours of learning time. One Web page offers the mother of all FAQs. Check it out by typing <http://wcl-rs.bham.ac.uk/GamesDomain/gdfaq/gdfaq.html> and you'll be surfing like a pro.

- Look, Listen, and Learn. It's easy to feel overwhelmed by the on-line experience. Pay attention and learn by osmosis (look it up, it's a great word!).

- Osmosis (because we know you didn't look it up) is learning by soaking it all in. It's how you learned *Illuminati*, and it'll work on-line.

- Experiment. If typing "games" doesn't get you where you want to go, try words like "Magic," "TSR," "Decipher," or "Illuminati." The more you're on-line, the more you'll discover.

### ► Play Magic On-Line?

We're serious. You really can play *Magic* on-line. It's a little tricky and slower than a normal game, but you'll never have to look for an opponent again.

To play *Magic* on America Online, type Keyword: GIX. This will lead you to the Gaming Information Exchange.

We played against the forum host, Donna (who didn't go easy on us because we were beginners).

The game works mainly on the honor system, although tournaments are well-regulated. In tournaments, players give the forum host a list of the cards they're using, numbered from 1 to 60. The host rolls electronic "dice" indicating which cards from your deck you can play. (This simulates a random draw.) Since you and the host both have the same list of cards, you can't throw an illegal card into play or "find" a Disenchant. It's a solid system.

The cool part of the game is that you can play any cards you want. Can't afford a Black Lotus in real life? No problem—just request that card as part of your deck.

You play *Magic* on-line as you would face-to-face, except you have to type a message to tell your opponent what you're doing: "Untapping." "I'm putting down a Forest and tapping it to cast Scryb Sprites." "I'm attacking with my 1/1 Merfolk, my 2/3 Holy Strength Merfolk, and my 2/2 Mindstab Thrull."

Unfortunately, you don't get to see your opponent's cards. To keep track of what your adversary has out, you have to keep a list of the cards she's played, making notes whenever something is killed or otherwise affected (enchanted by a Paralyze, for instance). Also, if you're playing with a "dream deck" of Moxes and Lotuses, you won't be able to see your cards either.

The Game Information Exchange has a free file you can download listing every *Magic* card, its type, casting cost, and abilities. Not that we're bragging or anything, but the *InQuest* price guide does the same thing.

CompuServe and eWorld have variations of *Magic* on-line.

(Don't confuse this with the on-line multiplayer version of *Magic* being released by MicroProse and given away in an *InQuest* #4 contest. That will feature full graphics and a single-player mode. You'll need an IBM PC-compatible computer with a CD-ROM drive to play it.)

The entire transcript of our game with Donna will be available in the Wizard World forum. To get there, use Keyword: Wizard and click on the *InQuest* icon. If you've never played before, the transcript will help you learn.

Oh, and by the way: we won.

■ For your *InQuest* directory to on-line gaming, turn to page 50.

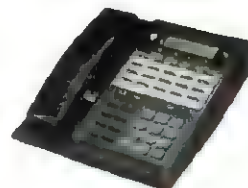


■ Can't afford a Black Lotus? Not

a problem—with on-line *Magic*

you can play with any card,

even if you don't own it.



■ For you to get up and running,

all you need is a computer, a

modem, and a phone line.

## America Online

**America Online** is one of the fastest-growing on-line services, and with good reason. The flashy graphics and expanding user base has made it appealing to both information providers and users.



**Advantages:** America Online is aggressively recruiting new companies to come on-line (including *InQuest!*). It's also got a well-organized on-line *Magic* gaming community.

**Disadvantages:** It's lagging behind a little in its development of a Web Browser (the software you need to check out the World Wide Web—see the WWW section).

### Game Information Exchange

**Keyword:** GIX

*InQuest* readers will find the Game Information Exchange area absolutely addictive—this is where you can play *Magic* on America Online. The GIX also has friendly bulletin boards and links to lots of cool software. If you're part of the GIX, you probably should join the FOG—the Fellowship of Online Gamers, that is. Keyword: FOG will get you there.

### The Game Base

**Keyword:** Gamebase

The Game Base provides many megabytes of information from publishers including Atlas, Chaosium, Columbia, FASA, Games Workshop, GDW, Goldtree, Iron Crown, Mayfair, R. Talsorian, Steve Jackson Games, West End, White Wolf, and Wizards of the Coast. There are files that direct you to the e-mail addresses of the aforementioned companies so you can contact them directly.

### TSR

**Keyword:** TSR

TSR has a well-stocked and exciting forum for *D&D* addicts. It's a well-organized and good-looking area with lots of friendly people. There's also a ton of great stuff to download, including dungeon master utilities, spellsheets, rules, artwork, and stories by gamers. Believe it or not, TSR looks better on a PC computer—whose displays are normally less than spectacular—than on a Macintosh. Go figure.

### Game Designers Forum

**Keyword:** Game Design

Meet other roleplaying and computer game designers and work out the bugs of your soon-to-be-successful game.

### Other Places to Visit

**Games Forum**

**Keyword:** Games

**Games Parlor**

**Keyword:** Games

**SSI's AD&D Unlimited Adventures**

**Keyword:** Unlimited Adventures

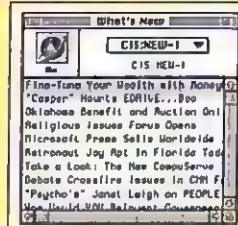
## CompuServe

CompuServe makes it easy to get to all of the game-related forums by grouping them together by category. Like most of the services, CompuServe offers a variety of opportunities for gamers. For the most useful talks and trades, gamers should check out Go: Games.

One of CompuServe's clear advantages is its bulletin board system. Of all the services we sampled, CompuServe's interaction between members seemed to be the best. Graphically, it's not as pretty as America Online or eWorld, but it does provide tons of reference material. We also like the design of CompuServe's messaging system.

**Advantages:** This place has almost everything available for on-line gaming. It's also a great place to meet gamers for a little one-on-one challenge. Most people use their real names. Has a Web browser in place for PCs.

**Disadvantages:** It's mainly a text-based system. There are some graphics there, but it's not really going to take your breath away because it's more substance over style. No Web browser for Macs.



### Play-by-Mail Games

**Go:** PbmGam

This area takes advantage of CompuServe's e-mail. People play *Magic* by e-mail much like they do on America Online (it takes somewhat longer, of course). You can also play or trade *Jyhad*, *Illuminati*, and *Spellfire* by e-mail.

### Modem-to-Modem Games

**Go:** ModemG

CompuServe is also a leader in modem-to-modem games. Essentially, people meet on-line, agree upon a game, and then call each other directly to play. Action games are the order of the day. All the software you need is free for downloading.

### Game Publishers

**Go:** GamAPub, **Go:** GamBPub, **Go:** GamCPub

For information, talk, and software on or by game publishers, including Activision, Cactus Development, LucasArts, MicroProse, and Spectrum Holobyte.

### Other Places to Visit

**Hot Games Download Area**

**Go:** Hotgames

**Role Playing Games Forum**

**Go:** RPGGame

## eWorld

Talk about potential! eWorld, run by Macintosh, manufacturer of Apple Computer, has the technological capability to be one of the premier on-line gaming spots. It has superior sound, navigation, and graphics. The only problem is its relative newness to the on-line world: there aren't many people on-line. There's a lot of messaging and free software in the Inside Games area. We're hoping that with time this develops into a more frequented on-line service.





**Advantages:** If you're a Macintosh lover, this place was built for you. Cool sounds and a smooth interface makes this place an absolute pleasure to explore.

**Disadvantages:** It's lonely. This service is so new that it's barely inhabited yet. Imagine Disney World with no one to play with except the ride operators. Has no Web Browser yet. Not accessible to PC users yet.

#### User-vs.-User Games

##### Shortcut: Electric Adventures

The system supports games where users can talk to each other with sound effects. It would have been a very cool thing to play with...had we found someone with whom to play. You may have better luck than us if you follow the scheduled calendar of events.

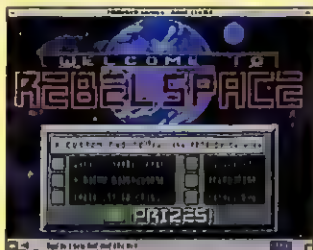
#### Live Magic Games

##### Shortcut: Inside Games

Forum host Vinny Salzillo operates the games almost exactly the way Donna runs the America Online games.

## Prodigy

The heart of Prodigy's gaming community is easily accessible by typing Jump: Game Center. This leads you to a control panel with links to everything from quick on-line games and bulletin boards to downloadable games and game hints. To skip right to the area where they talk about gaming, type Jump: Games BB. You can also play the hugely popular *Where in the World is Carmen Sandiego?* by typing Jump: Carmen.



**Advantages:** Lots of people. Easy to use and learn. Several fun games. Some of the graphics and interfaces are really intense. Has a great Web Browser in place for PC users.

**Disadvantages:** Prodigy sometimes seems like a dinosaur compared to its competition. Some of the graphics and interfaces are kind of lame. No Web Browser for Macs. A few of the games, including *Rebel Space*, cost you per game, which is a real buzz killer.

## WWW

The World Wide Web (WWW or Web) is a totally unique experience. It has the biggest and strangest places to visit in all of cyberspace. And it's free. Sort of.

You can get to the World Wide Web a number of ways, including from Prodigy, CompuServe, eWorld, and America Online. Companies like GEnie, Delphi, and Spry (Internet in a Box) specialize in the Internet and the Web. The Web is free, but most services that let you use it are not.

Don't be put off by the ridiculously long access names. The coolest thing about the WWW is that you can use "hypertext." Click on the name of a Web site and you go there. One minute you're hooked up to a game board in San Francisco, the next you're checking out a *Magic* page in Sweden.

One of the best Web sites is Zarf's List of Interactive Games on the Web. The access name: <http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html>. (Say that three times fast.)

Some of the best areas we accessed were linked to Zarf's List. A great starting point for new users, its links are fun, fun, fun. Zarf's connects to areas such as Cindy Crawford Concentration, Crime Scene Evidence, the Frog Dissection Kit, or Mr. Potato Head. We couldn't make this stuff up!

**Advantages:** Developing quickly and will be a force in the future. Everything imaginable is there. Accessible through most of the major on-line services, allowing you to get the best of both worlds.

**Disadvantages:** Need pretty substantial hardware investment to use it effectively. It's unregulated, so many areas do not function properly or are just a waste of time. Only some areas have links to chat areas, downloadable files, or bulletin boards. This can make you very lonely. There's no guaranteed virus protection like on the pay services, so download at your own risk.

#### Deck Games/Collectible Trading Card Games

<http://www.itis.com/other-games/>

A directory of links to some of the larger gaming card publishers, including Atlas, Black Dragon, Card Sharks, Columbia, Decipher, Heartbreaker, Mag Force 7, Steve Jackson, U.S. Games Systems, TSR, Ultimate Games, and Wizards of the Coast.

#### Doomtrooper

<http://www.webcom.com/~kimbo/doompage.html>

Use the knowledge contained here to fend off the Dark Legion.

#### Double Exposure

<http://www.io.com/~salvius/>

Run by the same people who sponsor DEXCON (the tournament this year runs July 20 - 23 in Somerset, N.J.). This page has links with some serious on-line game stuff, including the Northeast Regional *Magic* Tournament and the National Gaming Convention Register. It also provides updated information for the DEXCON4 convention.

#### More Magic on the Net

<http://marvin.macc.wisc.edu:80/deckmaster/magic/other.www.html>

We think the name speaks for itself.

#### Star Trek: The Next Generation

<http://www.cs.indiana.edu/hyplan/awooldri/st-game.html>

The best *Star Trek* home page we found was run privately by a guy named Andrew Wooldridge (<http://www.cs.indiana.edu/hyplan/awooldri/st-game.html>). Packed full of Decipher news releases, rules, FAQs, and downloadable images, it probably has every last byte of *Star Trek: The Next Generation Customizable Card Game* information available in deep space.

#### Steve Jackson Games

<http://www.io.com/sjgames/>

This has links to all SJG games, including *INWO*, *Toon*, *Car Wars*, *Ogre*, *Illuminati*, and *Hacker*.

#### White Wolf

<http://acacia.ens.fr:8080/home/granboul/Vampire/net.html>

Hypertext links to nearly 100 great places related to *Vampire* and *Werewolf*. You can really sink your teeth into this page.

#### Wizards of the Coast's Jyhad and Magic

<http://www.itis.com/deckmaster/jyhad/>

<http://www.itis.com/deckmaster/magic/>

The *Magic* page is one of the best resources for *Magic* fans. It includes a glossary, official rules, card info, variant rules, and The Library of Alexandria, Dominia's storehouse of fiction, strategy, and history. It also links to *Jyhad* and *RoboRally*.

#### Zarf's List of Interactive Games on the Web

<http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html>

Recommended for beginners.

Buddy Scalera is the on-line editor for Wizard and InQuest. Actress Sandra Bullock claims to be "his biggest fan." You can reach him by e-mail at [WizardTGT@AOL.com](mailto:WizardTGT@AOL.com).

# The Conquest of Dominia

The Legends battle it out in a game variant for *Magic: The Gathering*.

By Michael Searle

## How To Play

It is a time of champions—a time of legends.

If your *Magic* group is interested in seeing whose deck can lead the world out of chaos and into a harmonious new world order, then this is the variant for you. The name of the game this time around is *Campaign Magic*.

We devised this variant for the *Legends* set, but that doesn't mean that you can't use other, more accessible sets—just pull creatures out of another set for the Allies and make them unique. Besides *Legends* cards, you should only fill the rest of your decks with Fourth Edition cards (Revised is OK too).

**Setup:** First, you have to decide what style you'll be playing. Chaos, with everyone for themselves? Teams of two? Emperor, with teams of three? Once you choose, you'll have to stick with that arrangement, for the duration of the war.

Second, shuffle all the Summon Legend cards (don't use other multicolored creatures), choose 10 at random, and place them face-up off to the side. These will be the Allies, whom you'll be able to bring over to your side later in the game (see the Allies section). Each time you start a new battle, you should reshuffle the Allies and pick 10 new ones.

Next, break out the map. Preferably, it'll be a sketch or copy of the realm we've worked out here. If not, design your own, giving each province a name and special ability (see the Map section).

Finally, determine who goes first... and begin.

**The Map:** The world you're fighting for is the Dominaria of the past. Its provinces correspond to the legendary lands, including Hammerheim, Pendelhaven, and Seafarer's Quay. (Yep, we found a use for the band-with-other-Legends lands; imagine that.) Each province has its own special ability:

1. Hammerheim: Sacrifice any red creature to do damage equal to its power to any target; however, the controller takes damage equal to the creature's toughness.
2. Urborg: All undead creatures can regenerate for BB.
3. Cathedral of Serra: All creatures attack without tapping.
4. Karakas: Legends can't attack, but may use special abilities.

5. Seafarer's Quay: Any creature with water in its picture gains first strike.

6. Tolaria: Each permanent comes into play face down until it taps, attacks, or activates an ability with a cost.

7. Unholy Citadel: Cast any permanent from your graveyard by paying its casting cost and sacrificing and removing from play a permanent other than a land.

8. Pendelhaven: Any creature with a forest or trees in its picture gains +1/+2.

9. Adventurer's Guildhouse: Any damage done by nonhuman creatures cannot bring a player below one life; only human creatures can finish off a player.

10. Pendrell Vale: Any time a spell is successfully cast, all players have the option of drawing one card.

11. Mountain Stronghold: Only half your creatures can attack, rounded down.

While you're battling for a province (see Campaign Combat), treat its special ability as an invulnerable Enchant World. Everyone can use it; no one can destroy it.

You can only use the special ability of the territory being contested, even if you already control other provinces.

The normal abilities of the legendary lands don't matter in game play, although you can put those lands in your deck and use their normal abilities if you want. There's no bonus for having those cards.

**Campaign Combat:** The opening campaign battle will be played on a random province (that's why they're numbered—we were thinking ahead!). A single duel determines who wins control of the province.

After the first battle, the individual or team who won the duel—and the province—chooses the site for the second battle. Each struggle must take place in a land adjacent to where the last battle was fought.

When a province that is already controlled by an individual or team comes under attack, the defender(s) get the bonus of starting with 30 life instead of the normal 20.

**Allies:** Ten Summon Legends (not to be confused with the regular *Legend* cards) are placed off to the side in sight



of all players. These are considered Allies—mercenaries for hire who will join your cause for the current duel.

The first team or player to tap the appropriate mana on its turn gets the corresponding Legend. For instance, if Xira Arien was one of the Allies, you'd have to tap her casting cost—a blue, a red, and a green—to bring her into play on your side. She would then be considered your creature for the remainder of the current duel. If unsummoned, she returns to the Ally pool; if destroyed, she leaves the game.

Throughout the game, you'll have to decide whether to use your resources to acquire a Legend or play the cards in your hand.

**Strategy:** It's very important that players use the same decks once the campaign starts, since the idea is to see who has the best-balanced deck through a long period of trials and tribulations.

Each province on the map gives an advantage to certain types of decks. Pendelhaven lends the edge to forest dwellers (green creatures), while Seafarer's Quay gives a bonus to those with water abilities (blue creatures). Hammerheim tests your defense. Mountain Stronghold, your offense.

Your best option is probably to incorporate various colors and approaches. In other words, don't be single-minded—it won't work.

We also suggest playing for ante—to signify the spoils of victory and the ever-changing conditions of war—but only if you feel comfortable doing so.

**Winning the Game:** The campaign proceeds until a single person or team controls three adjacent provinces. You win if you control Pendelhaven, Pendrell Vale, and Mountain Stronghold, but not if you have Pendrell Vale, Mountain Stronghold, and Tolaria.

If all the provinces have been conquered and no one has won, the war continues until three adjacent provinces are controlled by one team. Of course, if you'd like the campaign to last longer, you can make up additional rules beforehand.

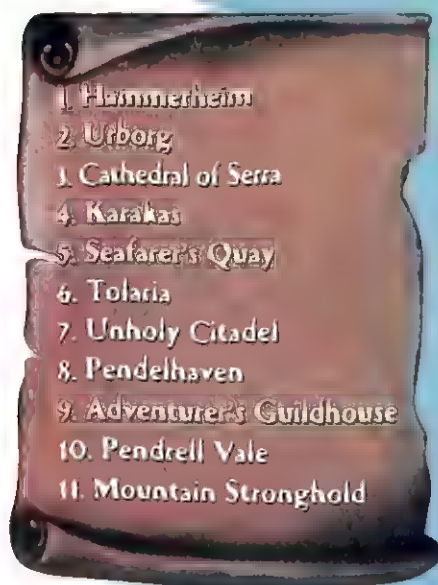
And once legendary Dominaria is conquered, what then? Well, there are always new worlds and new battlefields to be contested...

## House Rules

If you ever come up against a rule in *Magic* (or in a *Magic* variant like this one) that seems to contradict itself, or if you and your opponent cannot agree on how the wording/images on some cards affect another card, make it up. These are called "house rules" and you should stick to them whenever possible. Basically, it's a middle-of-the-road agreement that everyone can live with.

Stuck on a point that you and your opponent both feel that you're right about? Toss a coin. Whoever calls it has their opinion passed as a house rule, and the other must adhere to it.

And hey, don't forget about the Wizard's of the Coast customer service line and e-mail address. (206) 624-0933 and [questions@wizards.com](mailto:questions@wizards.com), respectively. (They're pretty good at answering *Magic* questions.)



**INQUEST**

# CONTEST



*Presents:*

## The Were-Pez InQuest Contest

Pez dispensers! You know 'em, you love 'em. They're those little plastic thingees with heads of cartoon characters that spit out sweet little candy rectangles (mmmm...sweet candy rectangles). The candy is great, and the dispensers are supercool. Heck, everybody loves Pez. Even werewolves.

Which got us to thinkin'. What would a werewolf Pez dispenser look like? Better yet, what would a real, honest-to-garlic were-Pez dispenser be like? What would a were-Pez change to during a full moon? What would it eat? Would Lon Chaney play it in a movie? We and our good buddies at White Wolf just have to know! And White Wolf, being considerably more generous than we are, is even giving away some great prizes to people who tell us.



## How to Play

All you gotta do is draw or write about your version of a werewolf Pez dispenser. Go nuts. Be creative. Be silly. Be serious. We don't care. Just do it! Tell us what it would look like. Tell us just how it transforms during the full moon. Tell us how it marks its territory. Go crazy and be detailed as heck, because the top entries will walk away with some great prizes!



### The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf, and their immediate families or anyone who thinks calling the King's dispenser Elvis Pezley is actually funny. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: White Wolf Were-Pez InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Y'know, to get candy out of a Pez Dispenser, you gotta twist its head back and pull candy out of its neck. Did I like, Clive Barker invent this thing? All entries must be received at contest headquarters by August 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on creativity by Wizard Press from all properly completed entries. Judging will take place on September 15, 1995. All decisions are final. Give us any grief and we stick our boot in your ass.

For a list of winners, available after September 15, 1995, send a self-addressed stamped envelope to: White Wolf Were-Pez InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

## Lycanthrope Prizes

### Grand Prize (One winner)

One lucky reader will receive a bitchin' black leather jacket with an original werewolf drawing by top-shelf Rage artist Richard Kane-Ferguson!

IMAGINE  
YOUR WERE-PEZ  
DISPENSER  
HERE!

### First Prize

(10 winners)

Ten readers will receive an original werewolf pen-and-ink sketch by Richard Kane-Ferguson, personalized especially for them!

Fill this sucker out, attach it to your entry, and put it an envelope addressed to:

**White Wolf Were-Pez  
InQuest Contest**

**c/o Wizard Press**

**P.O. Box 118**

**Congers, NY 10920-0118**

Contest Entry Form

Deadline is **August 31, 1995**

Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Jacket Size: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Phone: ( ) \_\_\_\_\_

Hair on your palms? \_\_\_\_\_

**This month's contest is sponsored by White Wolf, guys who know more about werewolves than Warren Zevon.**

Official White Wolf Were-Pez InQuest



# ICE RAGE

## The newest *Magic* expansion set will cool off some older card's price tags.

By Douglas Goldstein

*Ice Age*, 363 cards in all, is like no other set. The average card can do more than ever before, with many cards requiring six or more lines of text to explain their abilities. Simple 1/1 or 2/2 creatures are

few and far between. And, in case you haven't seen them yet, these cards are *powerfull*. Many older, discontinued cards now have easily accessible replacements.

The big news of the day is that the Icy Manipulator, last seen in the Unlimited Edition, is back. Sure, Wizards of the Coast brought back other discontinueds in the Fourth Edition, like Twiddle and the Ironclaw Orcs, whose

older versions fell in value like a fat cow pushed from a helicopter. But this is the first time that one of the true powerhouses of the game has been made available to the fans again. The price tags on earlier versions plummeted, but many players are holding on to theirs because they like the old artwork

better. The new Icy sells in the high teens.

Speaking of Twiddle, the two new blue instants Infuse (untap anything) and Energize (tap anything) have higher casting costs, but nonetheless will lower Twiddle's desirability a little.

Another card that replaces an out of print is the Thermokarst. It's a green sorcery that destroys a land and gives you one life if that territory is a "snow-covered" land (see our *Ice Age* article on page 20 for more details). This does the same thing as the discontinued Ice Storm, except its casting cost is GG1, whereas Ice Storm's was a more-accessible G2. But that won't stop Ice Storm from losing value. Similarly, the black sorcery Icequake replaces the old Sinkholes.

There are so many new cards that let you draw cards that Ancestral Recall will fall out of demand. Not only do a lot of the *Ice Age* cards make you draw a card during your next upkeep, Brainstorm is almost identical to Ancestral Recall—and it's a common! This blue instant that lets you draw three cards and put back any two from your hand. Also check out Necropotence, a black enchantment that lets you spend life to draw cards at the end of your turn; Diabolic Vision, a black/blue instant that lets you draw five cards, take one, and return four; and others.

Some people say that the Jeweled Amulet is an *Ice Age* replacement for the Moxes. It's an artifact with no casting cost that lets you put one colored mana into it, and use that mana next turn—kind of like a delayed Mox. While this is better than nothing, it's not as fast as the Moxes that spur many first-turn triumphs. I wouldn't worry about their \$95-\$110 price tags heading south just yet.

Chaos Moon, a red enchantment, will do the same thing as Gauntlet of Might if there are an odd number of permanents in



Now your playing with power!



play: give +1/+1 to all red creatures, and allow mountains produce an extra red mana. With Chaos Moon, red creatures lose 1/1 and mountains produce one colorless mana when an even number of permanents are out, but a crafty player can easily control this. Watch for the demand for Gauntlet to fall, along with the demand for Natural Selection, Berserk, and Ragging River, which also have cousins in *Ice Age*.

The few older cards that don't have *Ice Age* replacements should rise in value. Black Lotus, Ali from Cairo, Forcefield, Lich, Word of Command, Timewalk, Timetwister, Two-Headed Giant, and Illusionary Mask are all in this category.

The Leviathan has been dethroned as the biggest creature in *Magic*. The new giant is also blue: Polar Kraken, an 11/11 trampler! It does have a cumulative upkeep of the sacrifice of a land (see page 20 again!), but that's easier to deal with than the Leviathan's required two-island sacrifice to untap and attack. The Kraken should go for at least what Leviathan does.

Cousins of the discontinued dual lands are also in *Ice Age*! These unusual lands can be tapped for colorless mana without difficulty, but if you tap a terrain for one of the two colors the land offers, it either hits you for one point of damage, à la City of Brass, or won't untap next turn. These new lands shouldn't lessen demand for the original dual lands: not only are the originals easier to work with, but the *Ice Age* multilands only come in allied color combinations, like black/red and white/blue. In fact, watch for the value of dual lands with opposing color combinations, like black/white, to gain value.

Many *Ice Age* offerings took certain spells from the past



Watch what you're doing and you've got a

Gauntlet of Might!

may supplant older cards? Glad you asked!

Arcum's Sleight is an artifact that lets a creature attack without tapping if the defender has snow-covered lands. This



Weird freakin' art, but this is the most power-

ful discontinued ever re-released.

is a twist on the old red Eternal Warrior enchantment. Sunstone is another artifact that lets you sacrifice a snow-covered land to prevent all creatures from dealing damage in combat—a non-color-specific Fog, Holy Day, or Darkness. Zuran Orb is yet another artifact that gives you two life for each land you sacrifice—certainly better than Dark Heart of the Wood, which only works with forests.

Balduvian Shaman is a blue 1/1 that taps to let you Sleight of Mind your white enchantments. This won't lower SoM below the \$4-\$5 range, because of the shaman's targeting limitations, but it still makes a great complement to the scarabs (see the reference guide for their descriptions!). Breath of Dreams is a blue enchantment that gives all green creatures a cumulative upkeep of one mana. This card and others like it in *Ice Age* will lower the desirability of the Tabernacle of Pendrell Vale. Look for its price to drop to the mid- to low teens. Ray of Command is a blue instant that gives you control of a creature for one turn only, without summoning sickness side effects. It's cool, but it won't replace Control Magic and creature-controlling creatures like Preacher.

Brown Ouphe is a green creature that can counter abilities, which is sure to make people forget about Rust. Essence Filter is a green sorcery that destroys all enchantments or all nonwhite enchantments. This is a good replacement for Tranquility. Forbidden Lore is a green enchantment that basically turns the land it's on into a Pendelhaven that can target *any* creature. Pendelhavens are sure to drop in desirability.

Foxfire is a green instant that will Maze of Ith one creature. Don't worry, though; the Maze of Ith isn't threatened here, and is sure to continue to gain value. Battle Frenzy is a red instant that gives all your creatures +1/+0, and all your green creatures +1/+1. This spell, and others like it for other colors, are now more accessible than earlier, similar spells like Army of Allah and Morale. Look for those older cards to stagnate.

Certain cards have the same abilities as older cards but with different names, like Order of the White Shield and Order of the Black Shield, which are the same as the Order of Leitbur and Order of the Ebon Hand respectively. Look for the demand for those older *Fallen Empires* cards to disappear.

Unfortunately, depending on where you live and how many boxes your local store ordered, you may have a hard time getting all the *Ice Age* you want. Orders on Fourth Edition have been filled slowly, which has driven the prices of the starter decks and booster packs up by 50 percent or more in some places. Since the only places you can get the new snow-covered lands are in the *Ice Age* starter decks, keep looking for good deals.



Ancestral Recall reborn! (Someone get this guy a mint.)

Douglas Goldstein would like to thank Carrie Thearle and WatC for the invite to the *Ice Age* debut tournament in Toronto. There he ate 80 lbs. of bacon.

# INQUEST

## We want to know what you think

**Hey, got five minutes?** Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like some wild mutated beast, serving up the best darn price guide both sides of the Mississippi.

Oh, and feel free to photocopy this page so you don't destroy your issue.

### Questions, Comments & Concerns

We want to know what you think of our magazine. Tell us what you liked about this issue of *InQuest*, what you thought was good, and what you thought was not so good. (Use extra paper if necessary.)

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### Price Changes

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? We wanna know. List any major discrepancies you feel exist in the *InQuest* price guide.

Set	Card Name	What it sells for in your area
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

### Top Ten Hottest Cards

What are the hottest cards in the circle of gamers you play with? List them in order of hotness (hotness?), with the hottest card listed at the number one slot.

1. _____	6. _____
2. _____	7. _____
3. _____	8. _____
4. _____	9. _____
5. _____	10. _____

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_ Age: \_\_\_\_\_

E-mail address (if you got one): \_\_\_\_\_

Mail to:  
**Dan Albaugh**  
 InQuest Survey  
 P.O. Box 458  
 Waterford, PA 16441  
 e-mail @ [Wizrdprice](mailto:Wizrdprice@compuserve.com)

AUGUST



# GUIDELINES

## WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

### About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

### How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.

Dark Heart of the Wood	50	Savage Flame	50
Dark Sphere	4.00	Scarab	50
Deep Water	50	Scarab	50
Diabolic Machine	2.50	Scarab	50
Drowned	50	Scarab	50
Dust to Dust	50	Scarab	50
Eater of the Dead	5.00	Scarab	50
Electric Eel	2.00	Scarab	50
Elves of Deep Shadow	3.00	Scarab	50
Erosion	5.00	Scarab	50
Smoldering Flame	5.00	Scarab	50

## CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

**Mint (MT):** Perfectumundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint (Nr-Mint):** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent-Mint (EX-MT):** This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

**Excellent (EX):** Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

**Very Good (VG):** A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

**Good (GD):** A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

**Fair:** Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

**Poor:** OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e.: they suck).

### How to use the *InQuest* CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A " " indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

DOOMTROOPER		American Automobile Association	
HEARTBREAKER 1995		An Offer You Can't Refuse	
Full Set (337 cards)	\$290.00	And STAY Dead!	
Starter Deck (60 cards)	8.00	Angel's Feather	
Starter Box (10 decks)	80.00	Angst	
Booster Pack (15 cards)	2.50	Annual Convention	
Booster Box (36 packs)	90.00	Anti-Nuclear Activists	
Alakhi The Cunning	8.00	Antiwar Activists	
Cardinal Dominic	7.50	Are We Having Fun Yet?	
Crowsfoot The Manipulator	7.50	Auk of the Covenant	
Nimrod Autocannon	6.50	Assertiveness Training	
Personal Anti-Personnel Mines	7.50	Atomic Monster	
INQUISITION EXPANSION		Auditor from Hell, The	
HEARTBREAKER 1995		B.A.T.F.	
Full Set (170)	2.50	Backlash	
		Bank Merger	
		Bank of England	
		Bavarian Illuminati	
		Benefit Concert	
		Bermuda Triangle	

### Price Guide Contributors

B&R Baseball Cards in Suffern, N.Y.; Books Galore in Erie, Pa.; Broadway Comics in Valrico, Fla.; Chimera Comics & Cards in Fond Du Lac, Wis.; The Comic Shop in Fairbanks, Ark.; Dragon's Lair in Austin, Tex.; Game-Atot in Santa Cruz, Cal.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours Hobbies in Joliet, Ill.; Lion & Unicorn in Hoover, Al.; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Mission Games in Mission, British Columbia, Can.; Shinder's in Minneapolis, Minn.; Troll and Toad in Keavy, Ken.; WarGames & Fantasy in Metairie, La.; Wizard World in Nanuet, N.Y. Also thanks to our on-line helpers LCSmith@vt.edu; Purphaz@ix.netcom.com; RichH90522@aol.com; SuperAmit@aol.com; Sin@csua.berkeley.edu; BParker933.

# INQUEST

price guide

## ALPHA LIMITED

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards) .....\$3,000.00  
 Starter Deck (60 cards) .....250.00  
 Starter Box (10 decks) .....2,400.00  
 Booster Pack (15 cards) .....100.00  
 Booster Box (36 packs) .....3,500.00

■ Air Elemental	3.00
■ Ancestral Recall	130.00
■ Animate Artifact	2.00
■ Animate Dead	2.00
■ Animate Wall	6.00
■ Ankh of Mishra	6.00
■ Armageddon	9.00
■ Aspect of Wall	9.00
■ Bad Moon	11.00
■ Badlands	35.00
■ Balance	9.00
■ Basilisk Monolith	3.50
■ Bayou	30.00
■ Benalish Hero	1.00
■ Berserk	45.00
■ Birds of Paradise	14.00
■ Black Knight	4.00
■ Black Lotus	300.00
■ Black Vise	3.50
■ Black Word	1.00
■ Blaze of Glory	70.00
■ Blessing	9.00
■ Blue Elemental Blast	1.00
■ Blue Ward	1.00
■ Bog Wraith	3.00
■ Brainrigger	24.00
■ Burrowing	2.00
■ Camouflage	16.00
■ Castle	4.00
■ Celestial Prism	2.00
■ Channel	2.00
■ Chaos Orb	125.00
■ Chalice	5.00
■ Circle of Protection: Blue	1.00
■ Circle of Protection: Green	1.00
■ Circle of Protection: Red	1.00
■ Circle of Protection: White	1.00
■ Clockwork Beast	8.00
■ Clocks	15.00
■ Cockatrice	12.00
■ Consecrate Land	22.00
■ Conservator	1.00
■ Contract from Below	8.00
■ Control Magic	5.00
■ Conversion	4.00
■ Copper Tablet	15.00
■ Copy Artifact	15.00
■ Counterspell	4.00
■ Creature Bond	1.00
■ Crow Worm	1.00
■ Crusade	10.00
■ Crystal Rod	1.00
■ Cursed Land	1.00
■ Cyclopean Tomb	95.00
■ Dark Ritual	1.00
■ Darkport	7.00
■ Death Ward	1.00
■ Deathgrip	2.00
■ Deathlace	5.00
■ Demonic Attorney	9.00
■ Demonic Hordes	30.00
■ Demonic Tutor	15.00
■ Dingus Egg	7.00
■ Dismantle	1.00
■ Disintegrate	1.00
■ Disrupting Scepter	7.00
■ Dragon Whelp	5.00
■ Drain Life	1.00
■ Drain Power	9.00
■ Dudge Skeletons	1.00
■ Dwarven Demolition Team	20.00
■ Dwarven Warriors	1.00
■ Earth Elemental	4.00
■ Earthbind	2.50
■ Earthquake	8.00
■ Elvish Archers	7.00
■ Evil Presence	2.00
■ False Orders	8.00

■ Farmstead	12.00
■ Fastbond	14.00
■ Fear	1.00
■ Feedback	1.00
■ Fire Elemental	3.00
■ Fireball	1.00
■ Firebreathing	1.00
■ Flashfires	2.00
■ Flight	1.00
■ Forgefield	135.00
■ Fog	1.00
■ Force of Nature	20.00
■ Forest	50
■ Fork	40.00
■ Frozen Shade	1.00
■ Fungusaur	9.00
■ Gaea's Leap	14.00
■ Gauntlet of Might	170.00
■ Giant Growth	1.00
■ Giant Spider	1.00
■ Glasses of Jizo	2.00
■ Gloom	2.00
■ Goblin Balloon Brigade	2.00
■ Goblin King	14.00
■ Granite Gargoyle	20.00
■ Gray Ogre	1.00
■ Green Ward	1.00
■ Guardian Angel	2.50
■ Grizzly Bears	1.00
■ Healing Salve	1.00
■ Helm of Chazruk	5.00
■ Hill Giant	1.00
■ Hive, The	9.00
■ Holy Armor	1.00
■ Holy Strength	1.00
■ Howl from Beyond	1.00
■ Howling Mine	11.00
■ Hurlion Monolith	1.00
■ Hurricane	2.00
■ Hypnotic Specter	5.00
■ Ice Storm	22.00
■ Ivy Manipulator	60.00
■ Illusionary Mask	85.00
■ Instill Energy	2.00
■ Invisibility	12.00
■ Iron Star	1.00
■ Ironclaw Orcs	1.50
■ Ironroot Treefolk	1.00
■ Island (Dark Blue Sky)	70
■ Island	50
■ Island Sanctuary	7.00
■ Ivory Cup	1.00
■ Jade Monolith	4.00
■ Jade Statue	22.00
■ Jeyradon Tome	7.00
■ Juggernaut	12.00
■ Jump	1.00
■ Karma	1.00
■ Keldon Warlord	1.00
■ Kormus Bell	4.00
■ Kozilek	12.00
■ Lance	3.50
■ Lava Geyser	2.00
■ Library of Alexandria	1.00
■ Lich	16.00
■ Lichlord	1.00
■ Lichlord	1.00
■ Lightning Bolt	1.00
■ Living Artifact	6.00
■ Living Land	1.00
■ Living Wall	3.50
■ Llanowar Elves	1.00
■ Lord of Atlantis	1.00
■ Lord of the Pit	16.00
■ Lure	2.00
■ Magical Hack	12.00
■ Mahamoti Djinn	13.00
■ Mana Flare	7.00
■ Mana Short	7.00
■ Mana Vault	1.00
■ Manticore	7.00
■ Meekstone	8.00
■ Mesa Pegasus	6.00
■ Might of the Pearl Trident	1.00
■ Mind Twist	10.00
■ Mists of Gethsemane	0.00

■ Mountain	50
■ Max Emerald	200.00
■ Max Jet	200.00
■ Max Pearl	200.00
■ Max Ruby	200.00
■ Max Sapphire	200.00
■ Natural Selection	55.00
■ Nether Shadow	8.00
■ Netting Imp	9.00
■ Nevyn's Disk	8.00
■ Nightmare	20.00
■ Northern Paladin	14.00
■ Obsidian Golem	7.00
■ Orichalcum	3.00
■ Orichalcum	5.00
■ Paralyze	1.00
■ Pearled Unicorn	1.00
■ Personal Incarnation	11.00
■ Pestilence	1.00
■ Phantasmal Forces	2.00
■ Phantasmal Terrain	1.00
■ Phantom Monster	2.00
■ Pirate Ship	7.00
■ Plague Pits	1.00
■ Plains	50
■ Plateau	35.00
■ Power Leak	1.00
■ Power Sink	1.00
■ Power Surge	6.00
■ Prodigal Sorcerer	1.00
■ Psychic Blast	26.00
■ Psychic Venom	1.00
■ Puzelore	5.00
■ Raging River	75.00
■ Raise Dead	1.00
■ Red Elemental Blast	1.00
■ Red Ward	1.00
■ Regeneration	1.00
■ Regrowth	12.00
■ Resurrection	4.00
■ Reverse Damage	10.00
■ Righteousness	9.00
■ Rock of Kher Ridges	18.00
■ Rock Hydra	30.00
■ Rock of Ages	2.00
■ Royal Assassin	24.00
■ Sacrifice	3.50
■ Sanguine Harrier	1.00
■ Savannah	35.00
■ Scrying Chamber	1.00
■ Scrying Chamber	2.00
■ Scrying Chamber	35.00
■ Scryb Sprites	1.00
■ Sea Serpent	1.00
■ Sedge Troll	16.00
■ Seismic Surge	8.00
■ Sensei's Apprentice	10.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	30.00
■ Sensei's Apprentice	2.00
■ Sensei's Apprentice	11.00
■ Sensei's Apprentice	3.00
■ Sensei's Apprentice	8.00
■ Sensei's Apprentice	7.00
■ Sensei's Apprentice	12.00
■ Sensei's Apprentice	2.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	7.00
■ Sensei's Apprentice	75.00
■ Sensei's Apprentice	200.00
■ Sensei's Apprentice	140.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	35.00
■ Sensei's Apprentice	2.00
■ Sensei's Apprentice	35.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	5.00
■ Sensei's Apprentice	80.00
■ Sensei's Apprentice	35.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	1.00
■ Sensei's Apprentice	4.00
■ Sensei's Apprentice	9.00

■ Vesuvan Doppelganger	45.00
■ Veteran Bodyguard	22.00
■ Volcanic Eruption	7.00
■ Wall of Air	2.00
■ Wall of Bone	2.00
■ Wall of Brambles	2.00
■ Wall of Fire	2.00
■ Wall of Ice	2.00
■ Wall of Stone	2.00
■ Wall of Swords	4.00
■ Wall of Water	1.00
■ Wall of Wood	1.00
■ Wanderlust	2.00
■ War Mammoth	1.00
■ Warp Artifact	6.00
■ Water Elemental	3.00
■ Weakness	1.00
■ Web	6.00
■ Wheel of Fortune	20.00
■ White Knight	4.00
■ White Ward	1.00



## TOP TEN HOTTEST CARDS

### 1. Juzam Djinn

Love is always painful. At 5/5 with a summoning cost of two black and two others, player's love Juzam, and are more than happy to take the two points a turn J.D. stings 'em for.

■ Wild Growth	1.00
■ Will-O'-The-Wisp	12.00
■ Winter Orb	7.00
■ Wooden Sphere	1.00
■ Word of Command	95.00
■ Wrath of God	10.00
■ Zombie Master	9.00

## BETA LIMITED

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards) .....\$2,200.00  
 Starter Deck (60 cards) .....170.00  
 Starter Box (10 decks) .....1,600.00  
 Booster Pack (15 cards) .....75.00  
 Booster Box (36 packs) .....2,400.00

■ Air Elemental	2.50
■ Ancestral Recall	100.00
■ Animate Artifact	1.50
■ Animate Dead	1.50
■ Animate Wall	4.00
■ Ankh of Mishra	5.00
■ Armageddon	7.00
■ Aspect of Wall	8.00
■ Bad Moon	9.00
■ Badlands	30.00
■ Balance	7.00
■ Basilisk Monolith	3.00
■ Bayou	30.00
■ Benalish Hero	1.00
■ Berserk	35.00
■ Birds of Paradise	12.00
■ Black Knight	3.50
■ Black Lotus	225.00
■ Black Vise	3.00
■ Black Word	1.00
■ Blaze of Glory	55.00
■ Blessing	8.00
■ Blue Elemental Blast	1.00
■ Blue Ward	1.00
■ Bog Wraith	2.50
■ Brainrigger	18.00
■ Burrowing	1.50
■ Camouflage	12.00

ARTIFACT

BLACK

BLUE

GREEN

MULTICOLORED

RED

WHITE

LAND



Castle	3.50
Celestial Prism	1.50
Channel	1.50
Chaos Orb	100.00
Chaosloca	3.50
Circle of Protection: Black	1.00
Circle of Protection: Blue	1.00
Circle of Protection: Green	1.00
Circle of Protection: Red	1.00
Circle of Protection: White	1.00
Clone	12.00
Clockwork Beast	6.00
Cockatrice	10.00
Consecrate Land	18.00
Conservator	1.00
Contract from Below	7.00
Control Magic	3.50
Conversion	3.50
Copper Tablet	12.00
Copy Artifact	14.00
Counterspell	3.00
Crow Wurm	1.00
Creature Bond	1.00
Crusade	8.00
Crystal Rod	1.00
Cursed Land	1.00
Cyclopean Tomb	75.00
Dark Ritual	1.00
Darkpact	6.00
Death Ward	1.00
Deathgrip	1.50
Deathlace	3.50
Demonic Attorney	8.00
Demonic Hordes	24.00
Demonic Tutor	12.00
Dingus Egg	6.00
Disenchant	1.00
Disintegrate	1.00
Disrupting Scepter	6.00
Dragon Whelp	3.50
Drain Life	1.00
Drain Power	7.00
Drudge Skeletons	1.00
Dwarven Demolition Team	16.00
Dwarven Warriors	1.00
Earth Elemental	3.50
Earthbind	2.00
Earthquake	6.00
Elvish Archers	5.00
Evil Presence	1.50
False Orders	6.00
Farmstead	9.00
Fastbond	12.00
Fear	1.00
Feedback	1.00
Fire Elemental	2.50
Fireball	1.00
Firebreathing	1.00
Flashfires	1.50
Flight	1.00
Fog	1.00
Force of Nature	16.00
Forcefield	100.00
Forest	30
Fork	35.00
Frozen Shade	1.00
Fungusaur	6.50
Gaea's Liege	10.00
Garb of Might	125.00
Giant Growth	1.00
Giant Spider	1.00
Glasses of Urza	1.50
Gloom	1.50
Goblin Balloon Brigade	1.50
Goblin King	12.00
Granite Gargoyle	16.00
Gray Ogre	1.00
Green Ward	1.00
Grizzly Bears	1.00
Guardian Angel	2.00
Healing Salve	1.00
Helm of Chazuk	3.50
Hill Giant	1.00
Hive, The	8.00
Holy Armor	1.00
Holy Strength	1.00
Howl from Beyond	1.00
Howling Mine	9.00
Hurler Minotaur	1.00
Hurricane	1.50
Hypnotic Specter	3.50
Ice Storm	17.00
Icy Manipulator	40.00
Illusionary Mask	60.00
Instill Energy	1.50
Invisibility	9.00
Iron Star	1.00
Ironclaw Orcs	1.00

Ironroot Treefolk	1.00
Island (Dark Blue Sky)	.40
Island	.30
Island Sanctuary	6.00
Ivory Cup	1.00
Jade Monolith	3.50
Jade Statue	18.00
Jayemdae Tome	6.00
Juggernaut	9.00
Jump	1.00
Kama	2.00
Keldon Warlord	3.50
Kormus Bell	5.00
Kudzu	9.00
Lance	2.50
Ley Druid	1.50
Library of Leng	1.50
Lich	80.00
Lifelore	1.50
Lifelore	3.50
Lifetop	1.50



### TOP TEN HOTTEST CARDS

#### 2 Mana Drain

Stop an opponent from casting a duick spell...and get the mana they spent for it for your own use? Mmmm...yeah, I guess that could be pretty useful.

Lightning Bolt	1.00
Living Artifact	5.00
Living Lands	5.00
Living Wall	3.00
Lonowar Elves	1.00
Lord of Affairs	10.00
Lord of the Pit	12.00
Lure	1.50
Magical Hack	10.00
Mahamoh Djinn	11.00
Manabombs	5.00
Mana Flare	8.00
Mana Short	5.00
Mana Vault	5.00
Meekstone	6.00
Merfolk of the Pearl Trident	1.00
Mesa Pegasus	1.00
Mind Twist	5.00
Mon's Goblin Raiders	1.00
Mountain	30
Max Emerald	150.00
Max Jet	150.00
Max Pearl	150.00
Max Ruby	150.00
Max Sapphire	150.00
Natural Selection	40.00
Nether Shadow	7.00
Nettling Imp	8.00
Nevyn's Disk	6.00
Nightmare	18.00
Northern Paladin	10.00
Obsidian Golem	1.50
Orchid Artillery	1.00
Orchid Onslaught	3.50
Paralyze	1.00
Perfected Unicorn	9.00
Personal Information	1.00
Pestilence	1.50
Phantasmal Forces	1.00
Phantasmal Terrain	1.50
Phantom Monster	5.00
Pirate Ship	1.00
Plague Rats	30
Plains	30.00
Plateau	30.00
Power Leak	1.00

Power Sink	1.00
Power Surge	5.00
Prodigal Sorcerer	1.00
Psionic Blast	20.00
Psychic Venom	1.00
Purelace	3.50
Raging River	55.00
Raise Dead	1.00
Red Elemental Blast	1.00
Red Ward	1.00
Regeneration	1.00
Regrowth	10.00
Resurrection	3.50
Reverse Damage	9.00
Righteousness	8.00
Roc of Kher Ridges	15.00
Rock Hydra	24.00
Rod of Ruin	1.50
Royal Assassin	20.00
Sacrifice	3.00
Samite Healer	1.00



### TOP TEN HOTTEST CARDS

#### 3. All from Cairo

Here's the deal: Get Ali out, and you can't go below 1 life, no matter what. The moral of this story: Never trust a guy with a greased mustache.

Savannah	30.00
Savannah Lions	6.00
Scathe Zombies	1.00
Scavenging Ghoul	1.50
Scrubland	30.00
Scrib Sprites	1.00
Sea Serpent	1.00
Sedge Troll	14.00
Sengir Vampire	6.00
Serra Angel	9.00
Shamadin Dryads	1.00
Shatter	1.00
Shivan Dragon	25.00
Simulacrum	1.50
Sinkhole	8.00
Siren's Call	2.50
Sleight of Mind	6.00
Smoke	5.00
Sol Ring	8.50
Soul Net	1.50
Spell Blast	1.00
Stasis	6.00
Steel Artifact	1.50
Stone Giant	1.50
Stone Rain	1.00
Stream of Life	1.00
Sunglasses of Urza	5.50
Swamp	30
Swords to Plowshares	2.50
Taiga	30.00
Terror	1.00
Thicket Basilisk	3.50
Thoughtflask	3.50
Throne of Bone	1.00
Time Vault	55.00
Time Walk	150.00
Timber Wolves	6.00
Timetwister	110.00
Tranquility	1.00
Tropical Island	30.00
Tsunami	1.50
Tundra	30.00
Tunnel	1.00
Twiddle	4.00
Two-Headed Giant of Foies	60.00
Underground Sea	30.00

Unholy Strength	1.00
Unsummon	1.00
Utterden Troll	3.50
Verduran Enchantress	7.00
Vesuvan Doppelganger	35.00
Veteran Bodyguard	20.00
Volcanic Explosion	5.00
Volcanic Island	30.00
Wall of Air	1.50
Wall of Bone	1.50
Wall of Brambles	1.50
Wall of Fire	1.50
Wall of Ice	1.50
Wall of Stone	1.50
Wall of Swords	3.50
Wall of Water	1.00
Wall of Wood	1.00
Wanderlust	1.50
War Mammoth	1.00
Warp Artifact	4.00
Water Elemental	2.50
Weakness	1.00
Web	4.00
Wheel of Fortune	18.00
White Knight	3.50
White Ward	1.00
Wild Growth	1.00
Will-o'-The-Wisp	10.00
Winter Orb	6.00
Wooden Sphere	1.00
Word of Command	70.00
Wrath of God	7.50
Zombie Master	7.00

### UNLIMITED EDITION

Cards are white-bordered, but otherwise identical to Beta cards.

Full Set (302)	\$1,500.00
Starter Deck (60 cards)	140.00
Starter Box (10 decks)	1,400.00
Booster Pack (15 cards)	50.00
Booster Box (36 packs)	1,750.00

Air Elemental	2.00
Ancestral Recall	60.00
Animate Artifact	1.50
Animate Dead	1.50
Animate Wall	3.50
Ankh of Mishra	4.00
Armageddon	6.00
Aspect of Wolf	6.00
Bad Moon	8.00
Badlands	25.00
Balance	6.00
Basalt Monolith	2.50
Bayou	25.00
Bewitched Hero	1.50
Berserk	22.00
Birds of Paradise	9.00
Black Knight	3.00
Black Lotus	200.00
Black Vise	2.50
Black Ward	1.50
Blaze of Glory	35.00
Blessing	6.00
Blue Elemental Blast	1.50
Blue Ward	1.50
Bag of Tricks	2.00
Brangysse	15.00
Burrowing	1.50
Camouflage	9.00
Castle	3.00
Celestial Prism	1.50
Channel	1.50
Chaos Orb	65.00
Chaosloca	3.00
Circle of Protection: Black	1.50
Circle of Protection: Blue	1.50
Circle of Protection: Green	1.50
Circle of Protection: Red	1.50
Circle of Protection: White	1.50
Clockwork Beast	5.00
Clone	10.00
Cockatrice	7.50
Consecrate Land	12.00
Conservator	1.50
Contract from Below	6.00
Control Magic	3.00
Conversion	8.00
Copper Tablet	12.00
Copy Artifact	2.00
Counterspell	2.00
Crow Wurm	1.50
Creature Bond	1.50
Crusade	6.00
Crystal Rod	1.50
Cursed Land	1.50



## price guide

Cyclopean Tomb	50.00
Dark Ritual	1.50
Darkpact	5.00
Death Ward	1.50
Deathgrip	1.50
Deathlace	3.00
Demonic Attorney	6.00
Demonic Hordes	18.00
Demonic Tutor	10.00
Dingus Egg	5.00
Disenchant	1.50
Disintegrate	1.50
Disrupting Scepter	5.00
Dragon Whelp	3.00
Drain Life	1.50
Drain Power	6.00
Drudge Skeletons	1.50
Dwarven Demolition Team	12.00
Dwarven Warriors	1.50
Earth Elemental	2.50
Earthbind	1.50
Earthquake	5.00
Elvish Archers	4.00
Evil Presence	1.50
False Orders	4.00
Farmstead	2.00
Fastbond	10.00
Fear	1.50
Feedback	1.50
Fire Elemental	1.50
Fireball	1.50
Firebreathing	1.50
Flashfires	1.50
Flight	1.50
Fog	1.50
Force of Nature	12.00
Forcefield	70.00
Forest	15
Fork	25.00
Frozen Shade	1.50
Fungusaur	6.00
Gaea's Liege	10.00
Gambit of Might	80.00
Giant Growth	1.50
Giant Spider	1.50
Glasses of Urza	1.50
Gloom	1.50
Goblin Battalion	1.50
Goblin King	9.00
Granite Gargoyle	12.00
Gray Ogre	1.50
Green Ward	1.50
Grizzly Bears	1.50
Guardian Angel	1.50
Healing Salve	1.50
Helm of Chetruk	3.50
Hill Giant	1.50
Hive, The	6.00
Holy Armor	1.50
Holy Strength	1.50
Howl from Beyond	1.50
Howling Mine	8.00
Hurlion Minotaur	1.50
Hurricane	1.50
Hypnotic Specter	3.00
Ice Storm	12.00
Icy Manipulator	25.00
Illusionary Mask	40.00
Instill Energy	1.50
Invisibility	6.00
Iron Star	1.50
Ironclaw Orcs	5.00
Ironroot Treefolk	1.50
Islands (Dark Blue Sky)	70
Island	15
Island Sanctuary	5.00
Ivory Cup	1.50
Jade Monolith	3.00
Jade Statue	12.00
Jayemdae Tome	5.00
Juggernaut	7.00
Jurip	1.50
Karma	1.50
Keldon Warlord	3.00
Kormus Bell	4.00
Kudzu	7.00

Lance	1.50
Ley Druid	1.50
Library of Leng	1.50
Lich	50.00
Lifeforce	1.50
Lifelace	3.00
Lifetop	1.50
Lightning Bolt	1.50
Living Artifact	3.50
Living Lands	4.00
Living Wall	2.50
Ulanwar Elves	1.50
Lord of Atlantis	8.00
Lord of the Pit	10.00
Lure	1.50
Magical Hack	8.00
Mahamud Djinn	8.00
Mana Flare	6.00
Mana Short	4.00
Mana Vault	4.00
Manabats	4.00
Meekstone	5.00
Merfolk of the Pearl Trident	1.50
Mesa Pegasus	1.50
Mind Twist	3.00
Monk's Goblin Raiders	1.50
Mountain	15
Max Emerald	100.00
Max Jet	100.00
Max Pearl	100.00
Max Ruby	100.00
Max Sapphire	100.00
Natural Selection	25.00
Nether Shadow	5.00
Netting Lamp	7.00
Nevynya's Disk	5.00
Nightmare	14.00
Northern Paladin	9.00
Obsidian Golem	1.50
Orchid Artillery	1.00
Orchid Oxidation	3.00
Paralyze	1.50
Pearled Unicorn	1.50
Personal Incomprehension	7.00
Peshlence	1.50
Phantasmal Forces	1.50
Phantasmal Terrain	1.50
Phantom Monster	2.00
Pirate Ship	3.00
Plague Rats	1.50
Plains	15
Plateau	25.00



## TOP TEN HOTTEST CARDS

## 1. Vesuvan Doppelganger

Your opponent got an annoying creature out that you need an equal critter to handle?

Maybe you've got one Shivan out when you could use two? Say the word and the

Vesuvan'll be whatever you want.

Power Leak	1.50
Power Sink	1.50
Power Surge	3.50
Prodigal Sorcerer	1.50
Psionic Blast	14.00
Psychic Venom	1.50
Purelace	3.00
Raging River	35.00
Raise Dead	1.50
Red Elemental Blast	1.50
Red Ward	1.50
Regeneration	1.50
Regrowth	8.00
Resurrection	3.00

Reverse Damage	7.00
Righteousness	6.00
Roc of Kher Ridges	12.00
Rock Hydra	18.00
Rod of Ruin	1.50
Royal Assassin	16.00
Sacrifice	2.50
Samite Healer	1.50
Savannah	25.00
Savannah Lions	5.00
Scathe Zombies	1.50
Scavenging Ghoul	2.00
Scrubland	25.00
Scryb Sprites	1.50
Sea Serpent	1.50
Sedge Troll	12.00
Sengir Vampire	5.00
Serra Angel	8.00
Shanodin Dryads	1.50
Shatter	1.50
Shivan Dragon	20.00
Simulacrum	1.50
Sinkhole	5.00
Siren's Call	1.50
Slight of Mind	5.00
Smoke	4.00
Sol Ring	8.00
Soul Hat	1.50
Spell Blast	1.50
Stasis	5.00
Steel Artifact	2.00
Stone Giant	1.50
Stone Ram	1.50
Stream of Life	1.50
Sunglasses of Urza	5.00
Swamp	15
Swords to Plowshares	1.50
Taiga	25.00
Terror	1.50
Thicket Basilisk	3.00
Thoughtplace	3.00
Throne of Bone	1.50
Timber Wolves	5.00
Time Vault	40.00
Time Walk	100.00
Timecaster	70.00
Tranquility	1.50
Tropical Island	25.00
Trunami	1.50
Tundra	25.00
Tunnel	1.50
Twiddle	2.50
Two-Headed Giant of Forays	40.00
Underground Sea	25.00
Unholy Strength	1.50
Unsummon	1.50
Unholy Troll	2.50
Verduran Enchantress	6.00
Vesuvan Doppelganger	30.00
Vesuvan Bodyguard	16.00
Volcanic Eruption	4.00
Volcanic Island	25.00
Wall of Air	1.50
Wall of Bone	1.50
Wall of Brambles	1.50
Wall of Fire	1.50
Wall of Ice	1.50
Wall of Stone	1.50
Wall of Swords	2.50
Wall of Water	1.50
Wall of Wood	1.50
Wanderlust	1.50
War Mammoth	1.50
Warp Artifact	3.50
Water Elemental	1.50
Weakness	1.50
Web	3.50
Wheel of Fortune	15.00
White Knight	3.00
White Ward	1.50
Wild Growth	1.50
Wild O'-The-Wisp	8.00
Winter Orb	5.00
Wooden Sphere	1.50
Word of Command	50.00
Writh of God	7.00
Zombie Master	6.00

## REVISED EDITION

Cards are white bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticeably lighter.

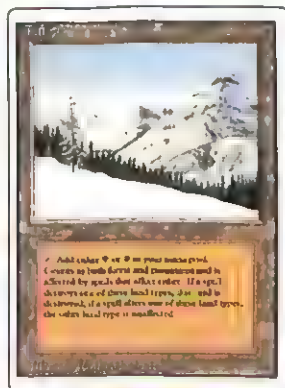
Full Set (302 cards)	\$450.00
Starter Deck (60 cards)	12.00
Starter Box (10 decks)	200.00
Booster Pack (15 cards)	4.50
Booster Box (36 packs)	200.00

Air Elemental	1.50
Aladdin's Lamp	3.00
Aladdin's Ring	4.00
Animate Artifact	1.00
Animate Dead	1.00
Animate Wall	3.00
Ankh of Mishra	3.00
Armageddon	5.00
Armageddon Clock	3.00
Aspect of Wolf	4.50
Atog	1.25
Bad Moon	6.00
Badlands	18.00
Balance	5.00
Basalt Monolith	2.00
Bayou	18.00
Benalish Hero	5.00
Birds of Paradise	7.00
Black Knight	2.00
Black Vise	1.50
Black Ward	5.00
Blessing	5.00
Blue Elemental Blast	5.00
Blue Ward	5.00
Bog Wraith	1.50
Bottle of Suleiman	3.50
Braingeyser	12.00
Brass Man	1.00
Burrowing	1.00
Castle	2.00
Celestial Prism	1.00
Channel	1.00
Chaoslace	2.50
Circle of Protection: Black	5.00
Circle of Protection: Blue	5.00
Circle of Protection: Green	5.00
Circle of Protection: Red	5.00
Circle of Protection: White	5.00
Clockwork Beast	3.50
Clone	8.00
Cockatrice	7.00
Conservator	5.00
Contract from Below	4.00
Control Magic	2.50
Conversion	2.00
Copy Artifact	9.00
Counterspell	1.50
Creature Bond	5.00
Crusade	5.00
Cursed Land	5.00
Crow Worm	5.00
Crumble	5.00
Crystal Rod	5.00
Dancing Scimitar	3.50
Dark Ritual	5.00
Darkpact	4.00
Death Ward	5.00
Deathgrip	1.00
Deathlace	2.50
Demonic Attorney	5.00
Demonic Hordes	14.00
Demonic Tutor	8.00
Desert Twister	2.00
Dingus Egg	3.50
Disenchant	5.00
Disintegrate	5.00
Disrupting Scepter	3.50
Dragon Engine	1.50
Dragon Whelp	2.50
Drain Life	5.00
Drain Power	5.00
Drudge Skeletons	5.00
Dwarven Warriors	5.00
Dwarven Weaponsmith	1.50
Earth Elemental	2.00
Earthbind	1.00
Earthquake	4.00
Ebony Horse	3.00
E-Hajjal	5.00
Elvish Archers	3.50
Energy Flux	1.00
Erg Raiders	5.00
Evil Presence	1.00
Eye for an Eye	4.50
Farmstead	6.00
Fastbond	8.00
Fear	5.00
Feedback	5.00
Fire Elemental	1.50
Fireball	5.00
Firebreathing	5.00
Flashfires	1.00
Flight	5.00
Flying Carpet	4.00
Fog	5.00
Force of Nature	9.00
Forest	05



■ Fork	18.00
■ Frozen Shade	.50
■ Fungusaur	5.00
■ Gaea's Liege	8.00
■ Giant Growth	.50
■ Giant Spider	.50
■ Glasses of Urza	1.00
■ Gloom	1.00
■ Goblin Ballista Brigade	1.00
■ Goblin King	6.50
■ Granite Gargoyle	8.00
■ Gray Ogre	.50
■ Green Ward	.50
■ Grizzly Bears	.50
■ Guardian Angel	1.00
■ Healing Salve	.50
■ Helm of Chaztuk	2.50
■ Hill Giant	.50
■ Hive, The	5.00
■ Holy Armor	.50
■ Holy Strength	.50
■ Howl from Beyond	.50
■ Howling Mine	6.00
■ Hurkyl's Recall	4.00
■ Hurloon Minotaur	.50
■ Humane	1.00
■ Hypnotic Specter	2.50
■ Instill Energy	1.00
■ Iron Star	.50
■ Ironroot Treefolk	.50
■ Island	.05
■ Island Fish Jaxxianus	4.00
■ Island Sanctuary	3.50
■ Ivory Cup	.50
■ Ivory Tower	5.00
■ Jade Monolith	2.00
■ Jandor's Ring	6.00
■ Jandor's Saddlebags	3.50
■ Jayemdae Tome	3.50
■ Juggernaut	6.00
■ Jump	.50
■ Karma	1.00
■ Keldon Warlord	2.50
■ Kird Ape	1.00
■ Karmus Bell	3.00
■ Kudzu	5.00
■ Lance	1.50
■ Ley Druid	1.00
■ Library of Leng	1.00
■ Lifeforce	1.00
■ Lifeforce	2.50
■ Lifetop	1.00
■ Lightning Bolt	5.00
■ Living Artifact	3.00
■ Living Lands	3.50
■ Living Wall	2.00
■ Llanowar Elves	.50
■ Lord of Atlantis	6.00
■ Lord of the Pit	8.00
■ Lure	1.00
■ Magical Hack	6.00
■ Magnetic Mountain	3.50
■ Mahamoti Djinn	6.00
■ Mana Flare	5.00
■ Mana Short	4.00
■ Mana Vault	3.50
■ Mannabars	3.50
■ Mekkestone	4.00
■ Merfolk of the Pearl Trident	.50
■ Mesa Pegasus	.50
■ Mijae Djinn	5.00
■ Mjstone	2.50
■ Mind Twist	6.00
■ Mstura's War Machine	2.50
■ Atos's Goblin Raiders	.50
■ Mountain	.05
■ Nether Shadow	4.00
■ Netting Imp	5.00
■ Navymyst's Disk	4.00
■ Nightmare	12.00
■ Northern Paladin	7.00
■ Obsidian Golem	1.00
■ Onulet	2.00
■ Orkish Artillery	1.00
■ Orkish Oniflamma	2.50
■ Ornithopter	1.00
■ Paralyze	.50
■ Pearled Unicorn	.50
■ Personal Incomatation	6.00
■ Pestilence	.50
■ Phantasmal Forces	1.00
■ Phantasmal Terrain	.50
■ Phantom Monster	1.00
■ Pirate Ship	2.50
■ Plague Rats	.50
■ Plains	.05
■ Plateau	18.00

■ Power Leak	.50
■ Power Sink	.50
■ Power Surge	3.00
■ Primal Clay	3.00
■ Primal Sorcerer	.50
■ Psychic Venom	.50
■ Purelace	2.50
■ Rock, The	1.50
■ Raise Dead	.50
■ Reconstruction	1.00
■ Red Elemental Blast	.50
■ Red Ward	.50
■ Regeneration	.50
■ Regrowth	6.00
■ Resurrection	2.50
■ Reverse Damage	.50
■ Reverse Polarity	1.00
■ Righteousness	.50
■ Roc of Kher Ridges	9.00
■ Rock Hydra	14.00
■ Rocket Launcher	5.00
■ Rod of Ruin	1.00
■ Royal Assassin	12.00
■ Sacrifice	2.00
■ Samite Healer	.50
■ Savannah	18.00
■ Savannah Lions	4.00
■ Scathe Zombies	.50
■ Scavenging Ghoul	1.00
■ Scrubland	18.00
■ Scribe Spites	.50
■ Sea Serpent	.50
■ Sedge Troll	9.00
■ Sengir Vampire	4.00
■ Serendib Elfreet	12.00
■ Serra Angel	6.00
■ Shaman Dryads	.50
■ Shatter	.50
■ Shatterstorm	6.00
■ Shivan Dragon	15.00
■ Simulacrum	1.00
■ Siren's Call	1.50
■ Sleight of Mind	4.00
■ Smoke	3.50
■ Sol Ring	6.00
■ Sorceress Queen	6.00
■ Soul Net	1.00
■ Spell Blast	.50
■ Stasis	3.50
■ Steal Artifact	1.00
■ Stone Giant	1.00
■ Stone Rain	.50



## TOP TEN HOTTEST CARDS

### 5. Dual Lands

Juzam. All. Vesuvan. All great stuff, but you ain't gettin' 'em out without mana, and when it comes to land, you'd be hard-pressed to beat the two-color producing Dual Lands.

■ Stream of Life	.50
■ Sunglasses of Urza	3.50
■ Swamp	.05
■ Swords to Plowshares	1.50
■ Teiga	18.00
■ Terror	.50
■ Thicket Basilisk	2.50
■ Thoughtflame	2.50
■ Throne of Bone	.50
■ Timber Wolves	3.50
■ Titania's Song	3.00
■ Tranquility	.50
■ Tropical Island	18.00
■ Tsunami	1.00
■ Tundra	18.00

■ Tunnel	.50
■ Underground Sea	18.00
■ Unholy Strength	.50
■ Unstable Mutation	.50
■ Unsurnam	.50
■ Uthden Troll	2.00
■ Verduran Enchantress	5.00
■ Vesuvan Doppelganger	20.00
■ Veteran Bodyguard	12.00
■ Volcanic Eruption	3.50
■ Volcanic Island	18.00
■ Wall of Air	1.00
■ Wall of Bone	1.00
■ Wall of Brambles	1.00
■ Wall of Fire	1.00
■ Wall of Ice	1.00
■ Wall of Stone	1.00
■ Wall of Swords	2.00
■ Wall of Water	.50
■ Wall of Wood	.50
■ Wanderlust	1.00
■ War Mammoth	.50
■ Warp Artifact	3.00
■ Water Elemental	1.50
■ Weakness	.50
■ Web	3.00
■ Wheel of Fortune	12.00
■ White Knight	2.00
■ White Ward	.50
■ Wild Growth	.50
■ Will-O'-The-Wisp	6.00
■ Winter Orb	3.50
■ Wooden Sphere	.50
■ Wrath of God	5.00
■ Zombie Master	5.00

## FOURTH EDITION

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$300.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	80.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00

■ Abomination	2.50
■ Air Elemental	1.00
■ Alabaster Pylon	.50
■ Aladdin's Lamp	3.00
■ Steal Artifact	3.50
■ Aladdin's Ring	3.50
■ Ali Baba	3.00
■ Amrou Kifkif	.25
■ Amulet of Kroog	.25
■ Angry Mob	2.00
■ Animate Artifact	.50
■ Animate Dead	.50
■ Animate Wall	2.50
■ Ankh of Mishra	2.50
■ Apprentice Wizard	.50
■ Armageddon	4.00
■ Armageddon Clock	3.00
■ Ashes to Ashes	.50
■ Ashnod's Battle Gear	2.00
■ Aspect of Wolf	4.00
■ Backfire	2.00
■ Bad Moon	5.00
■ Balance	4.00
■ Ball Lightning	5.00
■ Battening Ram	.25
■ Benalish Hero	.50
■ Bird Maiden	.75
■ Birds of Paradise	6.00
■ Black Knight	1.50
■ Black Mana Battery	4.00
■ Black Vise	1.00
■ Black Ward	.50
■ Blessing	4.00
■ Blight	2.00
■ Blood Lust	.75
■ Blue Elemental Blast	.50
■ Blue Mana Battery	4.00
■ Blue Ward	.50
■ Bog Imp	.50
■ Bog Wraith	1.00
■ Battle of Sulemmon	3.00
■ Bramwash	.25
■ Brass Man	.75
■ Bronze Tablet	3.00
■ Brothers of Fire	.75
■ Butte, The	.50
■ Burrowing	1.00
■ Carrion Ants	7.00
■ Carnivorous Plant	.25
■ Castle	1.50
■ Cave People	1.50
■ Celestial Prism	.75
■ Channel	.50

■ Chaoslace	2.00
■ Circle of Protection: Artifact	5.00
■ Circle of Protection: Black	.50
■ Circle of Protection: Blue	.50
■ Circle of Protection: Green	.50
■ Circle of Protection: Red	.50
■ Circle of Protection: White	.50
■ Clay Statue	.50
■ Clockwork Avian	5.00
■ Clockwork Beast	3.00
■ Cockatrice	5.00
■ Colossus of Sardia	6.00
■ Conservator	.75
■ Control Magic	2.00
■ Conversion	1.50
■ Coral Helm	3.00
■ Cosmic Horror	4.00
■ Counterspell	1.00
■ Crawl Wurm	.50
■ Creature Bond	.50
■ Crimson Mantlecore	3.00
■ Crumble	.50
■ Crusade	5.00
■ Crystal Rod	.75
■ Cursed Land	.50
■ Cursed Rock	2.00
■ Cyclopean Mummy	.25
■ Dancing Scimitar	3.00
■ Dark Ritual	.50
■ Deathgrip	1.00
■ Death Ward	.50
■ Deathlace	2.00
■ Desert Twister	1.50
■ Detonate	1.50
■ Diabolic Machine	1.50
■ Dingus Egg	3.00
■ Disenchant	.50
■ Disintegrate	.50
■ Disrupting Scepter	3.00
■ Divine Transformation	5.00
■ Dragon Engine	1.00
■ Dragon Whelp	2.00
■ Brain Life	.50
■ Brain Power	4.00
■ Drudge Skeletons	.50
■ Darkwood Bears	.25
■ Dwarven Warriors	.50
■ Earth Elemental	1.00
■ Earthquake	3.50
■ Ebony Horse	3.00
■ El-Hajaj	3.50
■ Elder Land Wurm	5.00



## TOP TEN HOTTEST CARDS

### 6. Fork

Someone just stick you on the business end of a rude spell? Wanna double a rudeness you've just committed? Fork it, Fork it, Fork it, baby!

■ Elven Riders	5.00
■ Elvish Archers	3.50
■ Energy Flux	1.00
■ Energy Tap	.50
■ Erg Raiders	.50
■ Erosion	.25
■ Eternal Warrior	.75
■ Evil Presence	1.00
■ Eye for an Eye	4.00
■ Fear	.50
■ Feedback	.50
■ Fellwar Stone	2.00
■ Fire Elemental	1.50
■ Fireball	.50
■ Firebreathing	.50
■ Fissure	.25

Flashfires	1.00
Flight	.50
Flood	.50
Flying Carpet	3.50
Fog	.50
Force of Nature	8.00
Fortified Area	.50
Forest	.05
Frozen Shade	.50
Fungusaur	4.00
Gaea's Liege	6.00
Gaseous Form	.25
Ghost Ship	.50
Giant Growth	.50
Giant Spider	.50
Giant Strength	.50
Giant Tortoise	.50
Glosses of Urza	.75
Gloom	1.00
Goblin Balloon Brigade	1.00
Goblin King	6.00
Goblin Rock Sled	.25
Grapeshot Catapult	.50
Gray Ogre	.50
Greed	3.00
Green Mana Battery	4.00
Green Ward	.50
Grizzly Bears	.50
Healing Salve	.50
Helm of Chaztuk	2.00
Hill Giant	.50
Hive, The	4.00
Holy Armor	.50
Holy Strength	.50
Howl from Beyond	.50
Hawling Mine	5.00
Hurkyl's Recall	3.50
Hurlcan Munatour	.50
Hurt Jackal	2.50
Hurricane	1.00
Hypnotic Specter	2.00
Immolation	.50
Inferno	4.00
Instill Energy	1.00
Iron Star	.75
Ironclaw Orcs	.25
Ironroot Treelark	.50
Island	.05
Island Fish Lasconius	3.50
Island Sanctuary	3.00
Ivory Cup	.75
Ivory Tower	4.00
Jade Monolith	2.00
Jandar's Saddlebags	3.00
Jayemdae Tome	3.00
Jump	.50
Junum Ereet	5.00
Karma	1.00
Keldon Warlord	2.00
Killer Bees	7.00
Kismet	4.00
Kormus Bell	2.50
Land Leeches	.25
Land Tax	3.00
Leviathan	3.00
Ley Druid	1.00
Library of Leng	.75
Lifelapse	1.00
Lifelapse	2.00
Lifetap	1.00
Lightning Bolt	.50
Living Artifact	2.50
Living Lands	3.00
Ulonwar Elves	.50
Lord of Atlantis	5.00
Lord of the Pit	8.00
Last Soul	.25
Lure	1.00
Magical Hack	5.00
Magnetic Mountain	3.00
Magnum Djinn	6.00
Mana Clash	2.00
Mana Flare	4.00
Mana Short	3.50
Mana Vault	3.00
Manabarbs	3.00

Marsh Gas	25	Swamp	1.00
Marsh Viper	25	Swords to Plowshares	1.00
Meekstone	3.50	Sylvan Library	6.00
Merfolk of the Pearl Trident	50	Tamnos's Wand	1.50
Mesa Pegasus	50	Tamnos's Weaponry	1.50
Millstone	2.50	Tempest Effigy	4.00
Mind Bomb	2.00	Terror	50
Mind Twist	5.00	Tetravus	5.00
Mishra's Factory	5.00	Thicket Basilisk	2.00
Mishra's War Machine	3.00	Thoughtknot	2.00
Mons's Goblin Raiders	50	Throne of Bone	7.50
Morale	25	Timber Wolves	3.50
Mountain	05	Time Elemental	8.00
Murk Dwellers	25	Tiamo's Song	2.50
Tralf's Asp	50	Tranquility	5.00
Nether Shadow	3.50	Trickbox	5.00
Nevinyrral's Disk	3.50	Tsunami	1.00
Nightmare	9.00	Tundra Wolves	1.00
Northern Paladin	7.00	Tunnel	1.00
Oasis	2.50	Twiddle	5.00
Obsidian Golem	1.00	Uncle Istvan	2.00
Ornulet	1.50	Unholy Strength	50
Ornithopter	2.00	Unstable Mutation	50
Ornithopter	2.00	Unsummon	50
Orsal Vultures	25	Untamed Wilds	1.50
Paralyze	50	Urza's Avenger	5.00
Pearled Unicorn	50	Utchten Troll	1.50
Personal Incarnation	5.00	Vampire Bats	25
Pestilence	50	Venom	25
Phantasmal Forces	1.00	Verduran Enchantress	4.00
Phantasmal Terrain	50	Violators	2.00
Phantom Monster	1.00	Volcanic Eruption	3.00
Pirate Ship	3.50	Wall of Air	50
Priety	50	Wall of Bones	1.00
Pikemen	25	Wall of Brambles	1.00
Pit Scorpion	25	Wall of Dust	2.50
Plague Rats	50	Wall of Fire	1.00
Plans	05	Wall of Ice	50
Power Leak	50	Wall of Spears	7.50
Power Sink	50	Wall of Stone	1.00
Power Surge	2.50	Wall of Swords	1.50
Pradesh Gypsies	50	Wall of Water	50
Primal Clay	2.50	Wall of Wood	50
Prodigal Sorcerer	50	Wanderlust	1.00
Psionic Entity	4.00		
Psychic Venom	50		
Purelace	2.00		
Pyrotechnics	1.50		
Rack The	1.00		
Radian Spirit	2.50		
Rag Man	2.50		
Raise Dead	50		
Rebirth	3.00		
Red Elemental Blast	50		
Red Mana Battery	4.00		
Red Ward	50		
Regeneration	50		
Relic Bind	3.50		
Reverse Damage	5.00		
Righteousness	4.00		
Pod of Ruin	1.00		
Royal Assassin	12.00		
Savage Healer	50		
Sandstorm	50		
Savannah Lions	3.50		
Scathe Zombies	50		
Scavenging Ghoul	1.00		
Scryb Sprites	50		
Sea Serpent	50		
Seeker	50		
Sagevorn Leviathan	2.00		
Savage Vampire	3.50		
Serra Angel	5.00		
Sunder Dryads	50		
Shapeshifter	4.00		
Shatter	50		
Shivan Dragon	14.00		
Simulacrum	50		
Sindbad	3.00		
Siren's Call	1.00		
Sisters of the Flame	50		
Sleight of Mind	4.00		
Smoke	3.00		
Sorceress Queen	5.00		
Soul Net	50		
Spell Blast	50		
Spirit Link	5.00		
Spirit Shackles	1.00		
Stasis	3.00		
Steel Artifact	1.00		
Stone Giant	1.00		
Stone Rain	50		
Stream of Life	50		
Ship Mine	4.00		
Sunglasses of Urza	2.50		
Sunken City	25		
		War Mammoth	50
		Warp Artfact	2.50
		Water Elemental	1.00
		Weakness	50
		Web	3.00
		Whirling Dervish	4.00
		White Knight	1.50
		White Mana Battery	4.00
		White Ward	50
		Wild Growth	50
		Winds of Change	5.00
		Will-O' The-Wisp	5.00
		Winter Blast	4.00
		Winter Orb	3.00
		Wooden Sphere	50
		Word of Binding	2.50
		Wrath of God	5.00
		Xenic Poltergeist	1.50
		Yotian Soldier	50
		Zephyr Falcon	50
		Zombie Master	4.00



### 3 Diamond Valler

**7. Diamond Valley**  
One of your creatures caught in the cross hairs? Got a blocker that's going up against an overpowering attacker? Don't let it die in vain! Sacrifice the poor guy to Diamond Valley and rack up the life points.

War Mammoth	5
Warp Art Fact	2.5
Water Elemental	1.0
Weakness	5
Web	3.0
Whirling Dervish	4.0
White Knight	1.5
White Mana Battery	4.0
White Ward	5
Wild Growth	5
Winds of Change	5.0
Will-O' The-Wisp	5.0
Winter Blast	4.0
Winter Orb	3.0
Wooden Sphere	5
Word of Binding	2
Wrath of God	5
Xenic Polargeist	1.5
Yanlon Soldier	5
Zephyr Falcon	5
Zombie Master	4.0

**Ice Age** is so friggin' hot it's contributing to global warming! (Ironic, eh?) Out the first week in June, **Ice Age** is the first stand-alone expansion set for **Magic: The Gathering**. Card prices are extremely volatile this month—especially the **Icy Manipulator**, **Jester's Cap**, and **Deflection**—but look for prices to stabilize with next month's price guide.

Full Set (383 cards)	\$400.00
Starter Deck (60 cards)	12.00
Starter Box (70 decks)	110.00
Booster Pack (15 cards)	3.50
Booster Box (36 packs)	100.00

Abbyssal Specter	2.50
Adarkar Sentinel	3.00
Adarkar Unicorn	.50
Adarkar Wastes	5.00
Aegis of the Meek	4.00
Aggression	3.50
Altar of Bone	7.00
Amulet of Quoz	4.00
Anarchy	5.50
Arctic Foxes	.50
Arcum's Sleigh	3.00
Arcum's Weathervane	2.50
Arcum's Whistle	3.00
Arenson's Aura	.50
Armor of Faith	.50
Armilot's Ascent	.50
Ashen Ghouls	3.00
Aurachs	.50
Avalanche	3.00
Baldurvan Barbarians	.50
Baldurvan Bears	.50
Baldurvan Conqueror	3.00
Baldurvan Hydra	6.00
Baldurvan Shaman	.50
Barbarian Guides	.50
Barbed Sextant	.50
Baton of Morale	2.50
Battle Cry	2.50
Battle Frenzy	.50
Binding Grasp	4.50
Black Scarab	3.00
Blessed Wine	.50
Blinking Spirit	.50
Bizzard	.80
Blue Scarab	3.00
Bone Shaman	.50
Brainstorm	.50
Brand of Ill Omen	7.00
Breath of Dreams	3.00
Brine Shaman	.50
Brown Ouphe	.50
Brushland	5.00
Burnt Offering	.50
Call to Arms	.80
Caribou Range	7.00
Celestial Sword	4.00
Centaur Archer	3.00
Chaos Lord	8.00
Chaos Moon	8.50
Chromatic Armor	6.50
Crab Toad	.50
Circle of Protection: Black	.50
Circle of Protection: Blue	.50
Circle of Protection: Green	.50
Circle of Protection: Red	.50
Circle of Protection: White	.50
Clairvoyance	.50
Cloak of Confusion	.50
Cold Snap	2.00
Conquer	4.50
Cooperation	.50
Counterspell	.50
Crown of the Ages	6.50
Curse of Mant Leger	.60
Dance of the Dead	4.00
Dark Banishing	.50
Dark Ritual	.50
Death Ward	.50
Deflection	10.00
Demonic Conso-lation	3.50
Despotic Scepter	4.00
Diabolic Vision	4.50
Dire Wolves	.50
Disenchant	.50
Dread Wight	5.00
Dreams of the Dead	2.00
Drift of the Dead	3.00
Drought	5.00
Dwarven Armory	6.00
Earthlink	5.00
Earthlore	.50
Elder Druid	.50



Elemental Aury	6.00
Elk Bottle	4.00
Elvish Healer	5.00
Enduring Renewal	6.00
Energy Storm	7.00
Enervate	5.00
Enant Minion	5.00
Enrity	5.00
Essence Filter	5.00
Essence Flare	5.00
Essence Vortex	3.50
Fanatical Fever	4.00
Fear	5.00
Fiery Justice	5.00
Fire Covenant	3.50
Flame Spirit	2.50
Flare	5.00
Flooded Woodlands	6.00
Flow of Maggots	6.00
Folk of the Pines	5.00
Forbidden Lore	6.00
Force Void	2.00
Forest	1.00
Forgotten Lore	3.50
Formation	4.00
Foul Familiar	5.00
Foxfire	5.00
Freyalise Supplacant	2.50
Freyalise's Charm	3.00
Freyalise's Winds	6.50
Fumarole	4.00
Fylgia	5.00
Fyndhorn Browne	5.00
Fyndhorn Elder	3.50
Fyndhorn Elves	5.00
Fyndhorn Pollen	5.00
Fyndhorn Bow	3.50
Game of Chaos	7.00
Gangrenous Zombies	5.00
Gaze of Pain	5.00
General Jarkeld	7.00
Ghostly Flame	7.00
Giant Growth	5.00
Giant Trap Door Spider	3.50
Glaciers	5.00
Gnarl Pack	5.00
Glacial Chasm	2.00
Glacial Cravasses	4.50
Glacial Wall	2.50
Goblin Lyte	5.00
Goblin Mount	2.50
Goblin Sappers	5.00
Goblin Ski Patrol	5.00
Goblin Snowman	3.00
Gravebind	4.00
Green Scarab	2.00
Guzzled Wolverine	5.00
Hallowed Ground	2.00
Halls of Mist	6.50
Heal	5.00
Hecalomb	8.00
Hematisa Talisman	2.00
Hippoman	2.50
Hoar Shade	5.00
Hot Springs	5.00
Howl from Beyond	5.00
Humane	2.00
Hyalopterous Lemure	3.50
Hydroblast	5.00
Hymn of Rebirth	4.00
Ice Berg	3.00
Ice Cauldron	6.00
Ice Floe	3.00
Icequake	4.00
Icy Manipulator	8.00
Icy Prison	6.00
Illusory Forces	5.00
Illusory Presence	5.00
Illusory Terrain	3.00
Illusory Wall	5.00
Illusions of Grandeur	6.00
Imposing Visage	5.00
Incinerate	5.00
Infernal Darkness	4.50
Infernal Demizen	4.50
Infinite Hourglass	4.50
Infuse	5.00
Island	1.00
Jester's Cap	11.00
Jester's Mask	7.50
Jeweled Amulet	5.00
Jahhul Wurm	2.50
Jakulhous	8.00
Juniper Order Druid	5.00
Justice	5.00
Karpusan Forest	5.00
Karpusan Giant	4.50
Karpusan Yeti	7.50

Kelsinko Ranger	5.00
Kieldoran Dead	5.00
Kieldoran Elite Guard	3.00
Kieldoran Frostbeast	4.00
Kieldoran Guard	5.00
Kieldoran Knight	6.50
Kieldoran Phalanx	5.00
Kieldoran Royal Guard	7.50
Kieldoran Sky Captain	3.00
Kieldoran Skyknight	5.00
Kieldoran Warrior	5.00
Knights of Shomgold	2.50
Krovikan Elemental	3.00
Krovikan Fensh	5.00
Krovikan Sorcerer	5.00
Krovikan Vampire	4.00
Land Cap	6.00
Lapis Lazuli Talisman	2.00
Lava Burst	5.00
Lava Tubes	6.00
Legions of Lum-Dal	5.00
Leshrac's Rite	3.00
Leshrac's Sigil	3.00
Lurgoyl	8.50
Lum-Dal's Cohort	5.00
Lum-Dal's Hex	3.00
Lightning Blow	5.00
Last Order of Jarkeld	6.00
Lum	2.00
Maddening Wind	2.50
Magus of the Unseen	7.00
Malachite Talisman	2.00
Martian Shomgold	8.50
Melee	3.50
Melting	2.50
Mercenaries	5.00
Menekke R. Bent	5.00
Mesmeric Trance	5.00
Meteor Shower	5.00
Mind Ravel	5.00
Mind Warp	3.50
Mind Whip	5.00
Minion of Leshrac	7.00
Minion of Teshac Szat	8.00
Mystfolk	5.00
Mole Worms	3.00
Monsoon	6.00
Moor Fiend	5.00
Mountain	1.00
Mountain Goat	5.00
Mountain Titan	7.50
Mudslide	5.00
Musican	6.00
Mystic Knight	4.00
Mystic Remora	5.00
Nacre Talisman	2.00
Naked Singularity	5.50
Nature's Lore	3.00
Necropotence	5.00
Norrit	5.00
Oath of Lum-Dal	6.00
Onyx Talisman	2.00
Orchid Cannoneers	2.00
Orchid Conscripts	5.00
Orchid Farmer	5.00
Orchid Healer	2.50
Orchid Librarian	5.00
Orchid Lumbergpack	5.00
Orchid Squatters	7.00
Order of the Sacred Torch	8.00
Order of the White Shield	2.50
Pale Bears	5.50
Panix	5.00
Pentagram of the Ages	6.50
Pestilence Rats	5.00
Phantasmal Mount	3.50
Pit Trap	3.00
Plains	1.00
Polar Kraken	8.50
Portent	5.00
Power Sink	5.00
Pox	7.00
Prismatic Ward	5.00
Pygmy Allosaurus	5.50
Pykrite	5.00
Pyroblast	5.00
Pyroclasm	4.00
Rally	5.00
Ray of Command	5.00
Ray of Erasure	5.00
Reality Twist	7.50
Reclamation	5.00
Red Scarab	3.00
Regeneration	5.00
Rime Dryad	5.00
Ritual of Subduat	6.00
River Delta	6.00
Runed Arch	5.00

Sabretooth Tiger	5.00
Sacred Boon	3.00
Scaled Wurm	5.00
Sea Spirit	3.50
Seizures	5.00
Senaph	9.00
Shambling Slinder	5.00
Shatter	5.00
Shield Bearer	5.00
Shield of the Ages	4.00
Shift	7.00
Sibilant Spirit	9.00
Silver Erme	3.00
Skeleton Ship	9.00



### TOP TEN HOTTEST CARDS

**8. Royal Assassin**  
Don't look at your creatures, don't breathe on your creatures, and for God's sake, don't top 'em. With a flick of the wrist, the Assassin takes down any topped creature without breaking a sweat.

Skull Catapult	3.00
Sleight of Mind	4.00
Snow-Covered Forest	25
Snow-Covered Island	25
Snow-Covered Mountain	25
Snow-Covered Plains	25
Snow-Covered Swamp	25
Snow Devil	5.00
Snow Fortress	7.00
Snow Hound	2.50
Snowblind	4.00
Snowfall	5.00
Solden Golem	6.00
Solden Machiast	2.50
Solden Simulacrum	2.50
Songs of the Damned	5.00
Soul Burner	2.00
Soul Burn	5.00
Soul Kiss	5.00
Spectral Shield	4.50
Spoils of Evil	5.00
Spoils of War	7.00
Staff of the Ages	4.00
Stampede	6.00
Stench of Evil	4.00
Stone Rain	5.00
Stone Spirit	3.50
Stonehands	5.00
Storm Spirit	8.50
Stormbind	5.50
Stramgold Cebal	8.00
Stunted Growth	6.00
Sulfurous Springs	5.00
Sunstone	2.00
Swamp	1.00
Swords to Plowshares	2.00
Tarpon	5.00
Thermokorst	4.00
Thoughtleech	3.00
Thunder Wall	2.50
Timberline Ridge	6.00
Tinder Wal	5.00
Time Bomb	5.00
Touch of Death	5.00
Touch of Viole	2.50
Totem War	5.50
Trailblazer	5.50
Underground River	5.00
Updraft	2.00
Urzo's Bauble	2.00
Veldt	6.00

Venomous Breath	3.00
Vengo	3.00
Vexing Arcanix	6.50
Vibrating Sphere	4.50
Walking Wall	4.00
Wall of Lava	2.50
Wall of Pine Needles	2.50
Wall of Shields	2.50
War Chant	4.00
Warning	5.00
Whalebone Glider	2.50
White Scarab	3.00
Whiteout	3.50
Wild Growth	5.00
Wind Spirit	3.00
Wings of Aesthr	5.00
Winter's Chill	6.50
Withering Wisps	2.50
Wingo	6.50
Woolly Mammoths	5.00
Woolly Spider	5.00
Word of Blasting	2.50
Word of Undoing	5.00
Writh of Manti Lage	6.00
Yavimaya Gnats	3.50
Zur's Werdung	7.00
Zuran Enchanter	5.00
Zuran Orb	3.00
Zuran Spellcaster	5.00

### ARABIAN NIGHTS

Full Set (78 cards) \$600.00  
Booster Pack (8 cards) 50.00  
Booster Box (60 packs) 3,000.00

Abu Ja'far	15.00
Aladdin	24.00
Aladdin's Lamp	5.00
Aladdin's Ring	7.00
Al. Baba	6.00
Ali from Cairo	60.00
Army of Allah	3.50
Bazaar of Baghdad	14.00
Bird Maiden	1.00
Bottle of Solomon	7.00
Brass Man	1.50
Camel	2.50
City in a Bottle	16.00
City of Brass	30.00
Cuombag Witches	3.50
Cyclone	9.00
Dancing Scimitar	7.00
Dandan	3.00
Desert	5.00
Desert Nomads	3.00
Desert Twister	3.00
Diamond Valley	40.00
Drop of Honey	24.00
Ebony Horse	5.00
EHajaj	9.00
Elephant Graveyard	25.00
Erg Raiders	1.00
Ermah Djinn	24.00
Eye for an Eye	9.00
Fishliver Oil	2.50
Flying Carpet	7.00
Flying Men	3.50
Glazbon Ogra	2.50
Giant Tortoise	1.00
Guardian Beast	50.00
Hasran Agress	2.00
Hunt Jackal	2.50
Ilh-biff Efreit	20.00
Island Fish Jascamus	7.00
Island of Wak Wak	24.00
Jandar's Ring	8.00
Jandar's Saddlebags	9.00
Jeweled Bird	8.50
Jihad	28.00
Junun Efreit	9.00
Juzzon Djinn	50.00
Khabal Ghoul	30.00
King Suleiman	15.00
Kurd Ape	4.00
Library of Alexandria	30.00
Magnetic Mountain	5.00
Merchant Ship	8.00
Metamorphosis	2.50
Mijoe Djinn	12.00
Moorish Cavalry	6.00
Mountain	5.00
Nat's Asp	1.00
Oasis	4.00
Old Man of the Sea	35.00
Oublette	5.00
Phe	1.00
Pyramids	20.00

WENT UP

WENT DOWN

HEAVILY TRADED



Repentant Blacksmith	12.00
Ring of Ma'ru	30.00
Rukh Egg	8.00
Sandals of Abdolkah	9.00
Sandstorm	1.00
Serendib Djinn	14.00
Serendib Ereet	15.00
Shahrazad	20.00
Sindbad	6.00
Singing Tree	30.00
Sorceress Queen	12.00
Stone-Throwing Devils	5.00
Unstable Mutation	1.00
War Elephant	6.00
Wyulu Wolf	5.00
Ywven Ereet	12.00

## ANTIQUITIES

Full Set (100 cards)	\$375.00
Booster Pack (8 cards)	15.00
Booster Box (60 packs)	750.00

Amulet of Kroog	50
Argivian Archaeologist	24.00
Argivian Blacksmith	1.00
Argothian Pixies	1.50



## TOP TEN HOTTEST CARDS

## 9. Feldon's Cane

Low on cards? Need to get those Disenchants or Strip Mines back? Already blew your Recall and Regrowth? The Cane will bring your entire graveyard back into your library. Cheaper than Time Twister too.

Argothian Treefolk	1.50
Armageddon Clock	5.00
Artifact Blast	1.00
Artifact Ward	1.00
Artifact Possession	1.00
Ashnod's Altar	4.00
Ashnod's Battle Gear	3.00
Ashnod's Transmogrator	5.00
Atrag	2.00
Battering Ram	5.00
Bronze Tablet	6.00
Candelabra of Tawnos	24.00
Circle of Protection: Artifact	8.00
Clon J Dard	4.00
Clay Statue	1.00
Clockwork Avian	9.00
Colossus of Sardia	12.00
Coral Helm	5.00
Crumble	1.00
Cursed Rack	3.00
Damping Field	3.00
Detonate	2.50
Drafin's Restoration	1.50
Dragon Engine	7.00
Dwarven Weaponsmith	2.50
Energy Flux	1.50
Feldon's Cane	6.00
Gaea's Avenger	16.00

Gate to Phyrexia	3.00
Goblin Artisans	3.50
Golgathian Sylex	8.00
Grapeshot Catapult	1.00
Haunting Wind	3.50
Hurkyl's Recall	7.00
Ivory Tower	9.00
Jalum Tome	5.00
Martyrs of Karls	5.00
Mughstone	3.00
Mullstone	4.00
Nishra's Factory	4.00
Nishra's Factory (Summer Picture)	7.00
Nishra's War Machine	5.00
Nishra's Workshop	15.00
Obelisk of Undoing	14.00
Onulet	3.00
Orchid Mechanics	1.00
Ornithopter	1.00
Phyrexian Gremlins	2.00
Power Artifact	4.00
Powerleech	4.00
Priest of Yawgmooth	1.00
Primal Clay	5.00
Rack, The	1.50
Rakalite	2.50
Reconstruction	2.00
Reverse Polarity	2.00
Rocket Launcher	9.00
Sage of Lat-Nam	1.00
Shapeshifter	9.00
Shatterstorm	8.00
Staff of Zegon	1.00
Strip Mine	5.00
Strip Mine (Tower)	6.00
Su-Chi	3.50
Tablet of Epity	5.00
Tawnos's Coffin	20.00
Tawnos's Wand	3.00
Tawnos's Weaponry	3.00
Tehras	10.00
Titan's Song	5.00
Transmute Artifact	4.00
Triskelion	9.00
Urza's Avenger	9.00
Urza's Choice	5.00
Urza's Mine	3.00
Urza's Meter	8.00
Urza's Power Plant	3.00
Urza's Tower	4.00
Wall of Spears	1.00
Weakstone	3.00
Xenic Paltergeist	3.00
Yawgmooth Demon	16.00
Yothian Soldier	1.00

## LEGENDS

Full Set (310 cards)	\$1,100.00
Booster Pack (15 cards)	30.00
Booster Box (36 packs)	1,200.00

Abomination	4.00
Abyss, The	24.00
Acid Rain	16.00
Active Volcano	1.00
Adon Oakenshield	12.00
Adventurers' Guildhouse	3.00
Aethra Berserker	5.00
Astling Leprechaun	1.00
Akron Legionnaire	12.00
Alt-Hellion's Eve	25.00
Alabara's Carpet	11.00
Alabaster Pylon	1.00
Alchor's Tomb	12.00
Amrau Kithkin	5.00
Angelic Voices	18.00
Angus Mackenzie	15.00
Anti-Magic Aura	2.50
Arborea	5.00
Arcades Sabbath	26.00
Arena of the Ancients	10.00
Avoid Fate	1.00
Axe-rod Gunmarson	12.00
Ayeshka Tanaka	10.00
Azure Drake	5.00
Backdraft	4.00
Backfire	3.00
Barbary Apes	1.50
Barktooth Warbeard	4.00
Bartel Runeaxe	10.00
Beasts of Bogardan	5.00
Black Mana Battery	3.00
Blazing Elf-gy	1.00
Blight	3.00
Blood Lust	1.50
Blue Mana Battery	3.00
Boomerang	2.50

Bons Devilboon	12.00
Brine Hag	5.00
Bronze Horse	12.00
Brute, The	1.00
Camion Ants	15.00
Cat Warriors	1.00
Cathedral of Sema	3.00
Coverts of Despair	10.00
Chain Lightning	2.50
Chains of Mephistopheles	10.00
Chromium	30.00
Cleanse	16.00
Clergy of the Holy Nimbus	5.00
Cocoon	5.00
Concordant Crossroads	15.00
Cosmic Horror	8.00
Crow Giant	12.00
Crevasse	4.00
Crimson Kobolds	5.00
Crimson Mantle	6.00
Crookshank Kobolds	5.00
Cyclopean Mummy	5.00
Dakkon Blackblade	26.00
D'Avenant Archer	2.00
Darkness	1.00
Deadfall	3.50
Demonic Torment	5.00
Devouring Deep	1.00
Disharmony	8.00
Divine Intervention	10.00
Divine Offering	2.00
Divine Transformation	9.00
Dream Coat	5.00
Darkwood Boars	5.00
Dwarven Song	4.00
Elder Land Wurm	8.00
Elder Spawn	10.00
Elven Riders	8.00
Emerald Dragonfly	1.00
Enchanted Being	1.50
Enchantment Alteration	2.50
Energy Tap	5.00
Equinox	2.50
Eternal Warrior	1.50
Eureka	20.00
Evil Eye Orms-by-Gore	6.00
Fallen Angel	10.00
Falling Star	12.00
Faith	2.00
Field of Dreams	12.00
Fire Sprites	1.00
Firestorm Phoenix	24.00
Flash Counter	1.00
Flash Flood	1.00
Floral Spuzzem	5.00
Force Spike	1.00
Forethought Amulet	12.00
Fortified Area	1.00
Frost Giant	5.00
Gabriel Angelfire	14.00
Gaseous Form	5.00
Gauntlets of Chaos	15.00
Ghosts of the Damned	1.00
Giant Slug	1.00
Giant Strength	1.00
Giant Turtle	1.00
Glyph of Doom	1.00
Glyph of Delusion	1.00
Glyph of Destruction	1.00
Glyph of Life	5.00
Glyph of Reincarnation	1.00
Gosta Dirk	10.00
Gravity Sphere	16.00
Great Defender	4.00
Great Wall	3.50
Greater Realm of Preservation	9.00
Greed	6.00
Green Mana Battery	3.00
Gwendlyn Di Corei	14.00
Hallidance	10.00
Hammerheim	5.00
Hazezon Tamar	15.00
Headless Horseman	5.00
Heaven's Gate	4.00
Heli Swarm	1.00
Hell's Caretaker	22.00
Helix	16.00
Holy Day	1.50
Horn of Deafening	12.00
Hornet Cobra	1.00
Honor of Horrors	5.00
Hunding Gigmerson	4.00
Hyperion Blacksmith	4.00
Incarnation	5.00
Immolation	1.00
Impreson	10.00
In the Eye of Chaos	12.00
Indestructible Aura	1.00

Infemal Medusa	6.00
Infinite Authority	12.00
Invoke Prejudice	14.00
Ivory Guardians	5.00
Jacques le Vert	14.00
Jasmine Boreal	5.00
Jedit Qaren	5.00
Jemard of the Closed Fist	4.00
Johan	18.00
Jonal Evil	12.00
Juxtapose	12.00
Karakas	4.50
Kasimir the Lone Wolf	5.00
Keepers of the Faith	1.00
Kei Takahashi	12.00
Killer Bees	14.00
Kismet	7.00
Knowledge Vault	10.00
Kobold Drill Sergeant	7.00
Kobold Overlord	14.00
Kobold Taskmaster	6.00
Kobolds of Kher Keep	5.00
Kry Shield	4.00
Lady Coleria	12.00
Lady Evangela	12.00
Lady of the Mountain	5.00
Lady Orca	3.50
Land Equilibrium	12.00
Land Tax	6.00
Land's Edge	14.00
Lesser Werewolf	6.00
Life Chisel	5.00
Life Matrix	12.00
Lifeblood	12.00
Living Plane	16.00
Livonya Silone	12.00
Lord Magnus	5.00
Last Soul	5.00
Mana Drain	20.00
Mana Matrix	12.00
Marble Priest	4.00
Marhauli Eldragon	6.00
Master of the Hunt	24.00
Mirror Universe	50.00
Moat	24.00
Mold Demon	10.00
Moss Monster	1.00
Mountain Stronghold	2.50
Mountain Yeti	5.00
Nebuchadnezzar	18.00
Nether Void	15.00
Nicol Bolos	30.00
North Star	14.00
Nova Pentacle	14.00
Osai Vultures	5.00
Palladia-Mors	26.00
Pan Water	4.00
Pavel Matiki	5.00
Pendelhaven	4.00
Petra Sphinx	14.00
Pit Scorpion	5.00
Pixie Queen	14.00
Planar Gate	12.00
Pradesh Gypsies	7.50
Presence of the Master	7.00
Primordial Ooze	5.00
Princess Lucrezia	5.00
Psionic Entity	8.00
Psychic Purge	3.00
Puppet Master	5.00
Pyrotechnics	1.00
Quagmire	4.00
Quorum Trench Gnomes	10.00
Rabid Wombat	9.00
Radian Spirit	4.00
Raging Bull	5.00
Ragnar	12.00
Rapid Fire	9.00
Ramirez DaPietro	5.00
Ramses Overdark	14.00
Rasputin Dreamweaver	12.00
Rebirth	5.00
Recall	24.00
Red Mana Battery	3.00
Reincarnation	4.00
Relic Banner	5.00
Relic Bind	3.50
Remove Enchantments	1.50
Remove Soul	2.00
Reset	6.00
Revelation	10.00
Reverberation	14.00
Righteous Avengers	5.00
Ring of Immortals	12.00
Riven Tumbull	5.00
Rohgahh of Kher Keep	12.00
Rubinia Soulsinger	18.00
Rust	1.00

ARTIFACT ■ BLACK ■ BLUE ■ GREEN ■ MULTICOLORED ■ RED ■ WHITE ■ LAND



Sea King's Blessing	4.00
Seafarer's Quay	2.50
Seeker	1.00
Segovian Levitation	3.00
Sentinel	12.00
Serpent Generator	24.00
Shelkin Browman	1.00
Shield Wall	4.00
Shimian Night Stalker	6.00
Silhouette	4.00
Sir Shandalar of Eberyn	5.00
Siviri Scarsam	5.00
Solfkanar Swamp King	20.00
Spectral Cloak	10.00
Spinal Villain	15.00
Spirit Link	9.00
Spirit Shackles	1.00
Spiritual Sanctuary	10.00
Stang	12.00
Storm Seeker	12.00
Storm World	10.00
Subdue	1.50
Sunastian Falconer	5.00
Sword of the Ages	25.00
Syphon Seal	1.00
Sylvan Library	6.00
Sylvan Paradise	4.00
Taemacade of Pendrell Vale	15.00
Tacklemaggot	5.00
Telekinetic	12.00
Teleport	10.00
Tempest Effect	6.00
Tetsuo Umezawa	16.00
Thunder Spirit	22.00
Time Elemental	14.00
Tobias Andron	5.00
Tolana	4.00
Tar Wauki	6.00
Tarsten Von Ursus	5.00
Touch of Darkness	4.00
Transmutation	1.00
Triassic Egg	12.00
Tukuri Deathlock	12.00
Tundra Wolves	1.00
Typhoon	10.00
Undertow	3.50
Underworld Dreams	15.00
Unholy Citadel	2.50
Untamed Wilds	2.50
Urborg	4.00
Ur-Drago	10.00
Yaeveit's Asmodi	25.00
Vampire Bats	5.00
Venarian Gold	1.00
Visions	3.50
Voodoo Doll	10.00
Walking Dead	1.00
Wall of Caltrops	1.00
Wall of Dust	3.50
Wall of Earth	1.00
Wall of Heat	1.00
Wall of Light	4.00
Wall of Opposition	10.00
Wall of Pile of Flesh	4.00
Wall of Shadows	1.00
Wall of Tombstones	3.50
Wall of Vapor	1.00
Wall of Wonder	5.00
Whirling Dervish	7.00
White Mana Battery	3.00
Willow Sotyr	12.00
Winds of Change	5.00
Winter Blast	8.00
Wolverine Pack	1.50
Wood Elemental	10.00
Wretched, The	30.00
Xing Arien	12.00
Zephyr Falcon	1.00

<b>THE DARK</b>	
Full Set (119)	\$200.00
Booster Pack (8 cards)	7.00
Booster Box (60 packs)	300.00
Amnesia	4.00
Angry Mob	3.50
Apprentice Wizard	1.00
Ashes to Ashes	5.00
Ball Lightning	9.00
Banshee	3.00
Barl's Cage	5.00
Blood Moon	8.00
Blood of the Martyr	3.00
Bog Imp	5.00
Bog Rats	5.00
Bone Flute	1.50
Book of Rass	2.50

Brainwash	25
Brothers of Fire	1.50
Camivorous Plant	50
Cave People	2.50



**TOP TEN HOTTEST CARDS**  
**10. The Abyss**  
 You won't be invited over for dinner after playing this card on your opponent (which forces each player to sacrifice a non-artifact creature during their upkeep). But it is worth it to watch the looks on their face each upkeep.

City of Shadows	6.00
Cleansing	5.00
Coal Golem	2.50
Curse Artifact	2.50
Dance of Many	6.00
Dark Heart of the Wood	5.00
Dark Sphere	4.00
Deep Water	5.00
Diabolic Machine	2.50
Drowned	5.00
Dust to Dust	5.00
Eater of the Dead	5.00
Electric Eel	2.00
Elves of Deep Shadow	3.00
Erosion	5.00
Eternal Flame	5.00
Exorcist	7.00
Fallen, The	3.50
Fasting	2.00
Fellwar Stone	3.00
Festival	5.00
Fire and Brimstone	2.50
Frog Drake	2.50
Fissure	5.00
Flood	1.00
Fountain of Youth	4.00
Frankenstein's Monster	8.00
Gaea's Touch	1.00
Ghost Ship	5.00
Giant Shark	5.00
Goblin Caves	5.00
Goblin Digging Team	5.00
Goblin Hero	5.00
Goblin Rock Sled	5.00
Goblin Shrine	5.00
Goblin Wizard	6.00
Goblins of the Flarg	5.00
Grave Robbers	6.00
Hidden Path	6.00
Holy Light	5.00
Inferno	5.00
Inquisition	5.00
Knights of Thorn	6.00
Land Leeches	5.00
Leviathan	6.00
Living Armor	3.50
Lurker	5.00
Mana Clash	3.50
Mana Vortex	6.00
Marsh Gas	5.00
Marsh Goblins	5.00
Marsh Viper	5.00
Martyr's Cry	5.00
Maze of Ith	6.00
Merfolk Assassin	5.00
Mind Bomb	3.50
Miracle Worker	5.00
Marale	5.00
Murk Dwellers	5.00
Nameless Roca	5.00
Necropolis	2.00
Niall Silvain	5.00

Orc General	3.00
People of the Woods	3.50
Pikemen	5.00
Preacher	10.00
Psychic Allergy	5.00
Rag Man	5.00
Reflecting Mirror	4.00
Riptide	5.00
Runesword	3.50
Safe Haven	6.00
Saevon Elves	5.00
Scarab	4.00
Scarwood Bandits	5.00
Scarwood Goblins	5.00
Scarwood Hag	3.00
Scavenger Folk	5.00
Season of the Witch	5.00
Sisters of the Flame	1.00
Skull of Oum	5.00
Sorrow's Path	3.50
Spitting Slug	2.00
Squire	5.00
Standing Stones	2.50
Stone Calendar	6.00
Sunken City	5.00
Tangle Kelp	2.00
Tavadar's Crusade	2.00
Torment's Crypt	4.00
Tower of Coireal	2.00
Tracker	6.00
Unda Istvan	2.00
Venom	5.00
Ward of Ith	3.00
War Barge	4.00
Water Wurm	5.00
Whippoorwill	3.00
Witch Hunter	8.00
Word of Binding	5.00
Worms of the Earth	5.00
Wormwood Treefolk	5.00

<b>FALLEN EMPIRES</b>	
Full Set (187)	\$60.00
Booster Pack (8 cards)	1.25
Booster Box (60 packs)	60.00

Acolipile	2.00
Armor Thrull	5.00
Balm of Restoration	2.00
Basal Thrull	5.00
Bottomless Vault	3.50
Brassclaw Orcs	5.00
Breeding Pit	2.00
Combat Medic	5.00
Conch Horn	1.50
Deep Spawn	1.00
Deid's Cone	5.00
Deid's Cube	1.50
Deirelor	2.00
Dragonian Cylx	2.00
Dwarven Armorer	2.50
Dwarven Calapult	1.00
Dwarven Hold	3.00
Dwarven Lieutenant	5.00
Dwarven Ruins	1.00
Dwarven Soldier	5.00
Ebon Praetor	3.50
Ebon Stronghold	1.50
Elven Fortress	5.00
Elvish Farmer	3.00
Elvish Hunter	5.00
Elven Lyre	1.50
Elvish Scout	5.00
Farrel's Mantle	5.00
Farrel's Zealot	5.00
Farrelite Priest	5.00
Feral Thrallid	2.00
Fungal Bloom	3.50
Gabi'n Changegon	5.00
Gabi'n Flotilla	2.50
Gabi'n Grenade	5.00
Gabi'n Kites	5.00
Gabi'n War Drums	5.00
Gabi'n Warrens	3.00
Hand of Justice	5.00
Havenwood Battleground	1.50
Heroism	5.00
High Tide	5.00
Hollow Trees	3.00
Homand	5.00
Homand Shaman	2.50
Homand Spawning Bed	1.00
Homand Warrior	5.00
Hymn to Tawach	5.00
Icchan Infantry	5.00
Icchan Javelineers	5.00
Icchan Lieutenant	2.00

Icchan Moneychanger	50
Icchan Phalanx	1.00
Icchan Priest	50
Icchan Scout	50
Icchan Skirmishers	3.00
Icchan Store	3.00
Icchan Town	4.00
Implements of Sacrifice	2.00
Initiates of the Ebon Hand	5.00
Merseine	5.00
Mindstab Thrull	5.00
Necrite	5.00
Night Soil	5.00
Orchid Captain	5.00
Orchid Spy	5.00
Orchid Veteran	5.00
Order of Lerbur	5.00
Order of the Ebon Hand	5.00
Orrog	2.50
Raiding Party	5.00
Rainbow Vale	3.00
Ring of Renewal	2.50
River Merfolk	2.50
Runs of Trokor	1.50
Sand Silos	3.00
Seasinger	2.50
Soul Exchange	1.50
Spirit Shield	2.00
Spirit Cloud	5.00
Spirit Flower	5.00
Syrelunite Priest	5.00
Syrelunite Temple	1.00
Thallid	5.00
Thallid Devourer	1.00
Thelon's Chant	1.50
Theron's Curse	2.50
Thelonite Druid	1.00
Thelonite Monk	3.50
Thorn Thallid	5.00
Thrull Champion	3.50
Thrull Retainer	1.00
Thrull Wizard	5.00
Tidal Flats	5.00
Tidal Influence	5.00
Tourach's Chant	5.00
Tourach's Gate	3.00
Vadallan Knights	3.50
Vadallan Mage	5.00
Vadallan Soldiers	5.00
Vadallan War Machine	2.50
Zelyon Sword	2.50

<b>SPECIAL OFFERS</b>	
Arena	7.00
Giant Bodger	6.00
Mana Crypt	8.00
Nalathim Dragon	6.50
Sewars of Estark	5.00
Windseeker Centaur	6.00

<b>FACTORY SETS</b>	
This set is known as the "Domestic Version." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.	
M.TG Beta Factory Set (302 cards)	\$225.00
Known as the "International Version," this set is the same as above except the cards are from the revised series. Cards are also not tournament legal.	
M.TG Revised Factory Set (302 cards)	\$300.00

This set contains two, 60-card revised starter decks, 30 counters and a revised checklist.	
M.TG Revised Boxed Set	\$22.00
This set contains two, 60-card fourth-edition starter decks, 30 counters and a fourth-edition checklist.	
M.TG Revised Boxed Set	\$20.00

# TRQQUEST

## price guide

### BLOOD WARS

Full Set (334 cards)	\$400.00
Starter Deck Dual Pack (100 cards)	10.00
Starter Box (10 dual decks)	90.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00

Assassination Plot	6.00
Chaos Beast	5.50
Lady of Pain	30.00
Shield Maidens of Odin	5.00
Tiamat	6.50

### FACTS AND FASHIONS

Full Set (134)	
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00

### DIXIE

Full Set (200 cards)	\$50.00
Starter Deck (60 cards)	9.00
Starter Box (10 decks)	85.00
Booster Pack	NONE

Buck Woods	1.00
Color-Guard	1.00
Rebel Yell	1.50
10 PDR Parrott	1.00
12 PDR Howitzer	1.50

### DOOMTROOPER

Full Set (337 cards)	\$290.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	80.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00

Alakhi The Cunning	8.00
Cardinal Dominic	7.50
Crenshaw The Mortificator	7.50
Nimrod Autocannon	6.50
Personal Anti-Personnel Mines	7.50

### INQUISITION EXPANSION

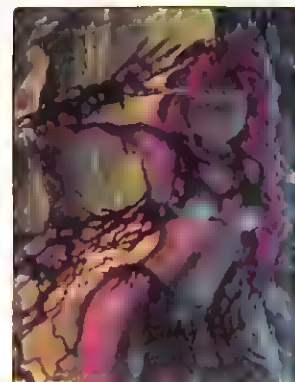
Full Set (170)	
Booster Pack (8 cards)	2.50
Booster Box (60 packs)	90.00



### ECHELONS OF FIRE/FURY-MEDIUM TANK

Full Fire Set (69 cards)	
Full Fury Set (57 cards)	
Fire Starter Deck (65 cards)	9.00
Fire Starter Box (10 decks)	90.00
Fire Booster Pack (15 cards)	3.00
Fire Booster Box (36 packs)	110.00
Fury Starter Deck (65 cards)	9.00

Fury Starter Box (10 decks)	90.00
Fury Booster Pack (15 cards)	3.00
Fury Booster Box (36 packs)	110.00



### FLIGHTS OF FANTASY-MISTRESS SOLECISM

### FLIGHTS OF FANTASY

Full Set (108 cards)	
Starter Deck	NONE
Booster Pack (10 cards)	2.50
Booster Box (36 packs)	90.00



### GALACTIC EMPIRES-INDIRIGAN ESCORT

### GALACTIC EMPIRES

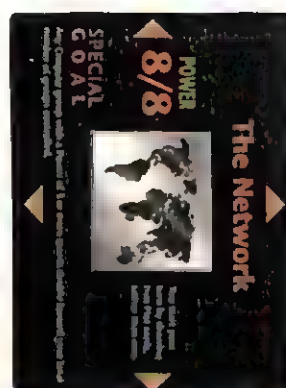
Full Set 440	\$180.00
Starter Deck 55 cards	7.75
Starter Box 10 decks	75.00
Booster Pack 15 cards	2.45
Booster Box 36 packs	80.00

Dragon Hatchling	5.50
Dragon Lar	4.75
Moon Dragoness	5.75
Monster Overstrike	4.75
Scintillating Dragoness	4.50

### NEW EMPIRE

Full Set (209)	
Booster Pack (12 cards)	1.95
Booster Box	110.00

Ancient Spacefarer	2.75
Fighter Pilot	3.00
Spiritual Leader	3.25
Stellar Map	2.50
Volatile Cargo	3.50



### ILLUMINATI: LIMITED-THE NETWORK

### ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

Card names are in gold printing.	
Full Set (412)	\$400.00
Factory Set (450)	70.00
Starter Deck Dual Pack (110)	20.00
Starter Box (5 dual decks)	100.00
Booster Pack (15 cards)	5.00
Booster Box (36 packs)	110.00
Unlisted Singles	50 ea.

Adepts of Hermes	2.00
Air Magic	2.00
An Offer You Can't Refuse	2.00
Angr	2.00
Annual Convention	2.00
Antiwar Activists	2.00
Ark of the Covenant	2.00
B A T F	1.50
Bank Merger	2.00
Bank of England	2.00
Bayanov Illuminat	2.00
Bermuda Triangle	2.00
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Book of Kells	1.00
Boitched Contact	1.00
Bribery	1.00
C I A	4.00
Canada	2.00
Cattle Mutilators	2.00
Celebrity Spokesman	1.00
Censorship	1.00
Center For Disease Control	1.00
CFLAO	2.00
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Clone	1.50
Combined Disasters	2.00
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Computer Virus	1.00
Congressional Wives	1.00
Corruption	2.00
Count Dracula	2.00
Counter-Revolution	2.00
Counterspell	1.00
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Cover Up	2.00
Criminal Overlords	2.00
Crystal Skull	2.00
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Energy Crisis	2.00

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Forgery	1.00
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Fred Birch Society	2.00
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Gay Activists	1.00
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Hoax	1.00
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International Weather Organization	1.00
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Italy	4.00
Jimmy Hoffa	2.50
Junk Mail	1.00
Kill for Peace!	2.00
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Meteor Strike	1.00
MI-5	1.00
Mistaken Identity	2.00
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Murphy's Law	1.00
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NATO	2.00
Necronomicon	1.00
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New York	1.00
Nice Idea, It's Mine Now!	2.00
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Oregon Crud, The	2.00
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Power to the People	1.00
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Reach Out	2.00
Red Cross	2.00

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Soulburner	4.00
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Suicide Squad	1.00
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### ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

Card names are in various colors.	
Full Set (412 cards)	\$300.00
Starter Deck Dual Pack (110 cards)	10.00
Starter Box (5 dual decks)	30.00
Booster Pack (15 cards)	2.25
Booster Box (36 packs)	70.00
Single Cards	0.75x Limited Price

### JYHAD

Full Set (438 cards)	\$275.00
Starter Deck (76 cards)	7.00
Starter Box (10 decks)	70.00
Booster Pack (19 cards)	1.50
Booster Box (36 packs)	50.00

Anarch Troublemaker	5.00
Arane Library	5.00
Ivory Bow	7.00
Millicent Smith	5.00
Political Ally	5.00

### ON THE EDGE

Full Set (269 cards)	\$150.00
Starter Deck (60 cards)	7.95
Starter Box (10 decks)	70.00
Booster Pack (10 cards)	1.95
Booster Box (60 packs)	115.00

Asha Ryhar	4.00
Constance D'Aubonne	2.50
Cynl Doros	4.00
Debori Grierson	3.50
Havani Shagosemi	3.00

### CUT-UPS PROJECT EXPANSION

Full Set (117 cards)	\$80.00
Booster Pack (10 cards)	1.95
Booster Box (60 packs)	115.00

Andalusia	4.50
Jacob Brinker	5.25
Cheap Baboon Trick	4.50
Eyeballs Drillbit	3.50
Rain of Walrus	3.25

### SHADOWS EXPANSION

Full Set (117 cards)	
Booster Pack (10 cards)	2.00
Booster Box (60 packs)	120.00

### POWER CARDS

Full Set (160 cards)	
Starter Deck (Both Versions)	8.00
Starter Box (10 decks)	75.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00



### RAGE: RITE VICTORY PARTY

#### RAGE

Full Set (321 cards)	
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	80.00
Booster Pack (12 cards)	2.00
Booster Box (24 packs)	48.00



### SPELLFIRE—HERMINARD

#### SPELLFIRE

Full First Edition Set (445 cards)	\$150.00
(Set price includes 25 booster exclusive cards)	
F.E. Starter Dual Deck (110 cards)	12.00
First Edition Starter Box (6 dual decks)	60.00
First Edition Booster Pack (15 cards)	1.25
First Edition Booster Box (36 packs)	45.00
Full No Edition Set (400-Conventions Only)	
No Edition Starter Deck (55 cards)	
No Edition Starter Box (10 decks)	
No Edition Booster Pack	NONE
No Edition Starter Set (420 cards)	150.00
S.E. Starter Deck (110 cards)	14.00
Second Edition Starter Box (6 dual decks)	80.00
Second Edition Booster Pack (15 cards)	1.50

Full Set (325 cards)	\$75.00
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### NEW LISTING

### Second Edition Booster Box (36 packs)

Invisibility	2.00
Midnight Goddess of Magic	2.00
Potion of Firebreathing	2.00
Siege!	2.00
Soot	2.00



### RAVENLOFT—LORD SOTH

#### RAVENLOFT EXPANSION

Full Set (100 cards)	\$75.00
Booster Pack (15 cards)	1.50
Booster Box (36 packs)	55.00

Castle Ravenloft	2.00
Headless Horseman	2.00
High Master II: Irid	2.00
Isle of Terror	2.00
Ring of Regeneration	2.00

#### DRAGONLANCE EXPANSION

Full Set (125)	\$100.00
(Set price includes 25 booster exclusive cards)	
Booster Pack (15 cards)	1.50
Booster Box (36 packs)	55.00

#### STAR OF THE GUARDIANS

Full Set (125 cards)	\$125.00
(Set price includes 25 booster exclusive cards)	
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00



### STAR OF THE GUARDIANS—LIGHT CRUISER

#### STAR OF THE GUARDIANS

Full Set (325 cards)	\$75.00
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Starter Deck (60 cards)	8.95
Starter Box (12 decks)	85.00
Booster Pack (14 cards)	2.95
Booster Box (36 packs)	95.00

Atheism Fate	3.00
Cult Following Modifier	2.00
Claymore Bombers Squadron	3.00
Special System Tisor	2.00
Xns and Mag Force 7 Personnel	4.00



### STAR TREK: THE NEXT GENERATION LIMITED—DR. REYGA

#### STAR TREK: THE NEXT GENERATION LIMITED

#### Cards are black-bordered.

Full Set (363 cards)	\$800.00
Starter Deck (60 cards)	20.00
Starter Box (12 decks)	225.00
Booster Pack (15 cards)	12.00
Booster Box (36 packs)	275.00
Unlisted Singles	.50 ea

Albert Einstein	5.00
Alexander Rozhenko	1.50
Aldar Jarok	6.00
Alien Abduction	1.00
Alien Groupie	4.00
Alien Parasites	2.00
Alien Probe	2.00
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Amanda Rogers	2.00
Amara	1.50
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prices guide

WENT UP

WENT DOWN



## price guide

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STAR TREK: TNG UNLIMITED—DR. SELAR

**STAR TREK:THE NEXT  
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Cards are white bordered

Full Set (363 cards)	\$265.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Single Cards	0.35x Limited Prices

**SUPERDECK**

Full Set (160 cards)	...	...	...
Starter Deck (60 cards)	...	...	4.00

Starter Box (10 decks) .....	35.00
Booster Pack .....	NONE



## ULT. COMBAT—INFERNO'S ROUND KICK

## ULTIMATE COMBAT

Full Set (150 cards)	\$90.00
Starter Deck (60 cards)	7.95
Starter Box	75.00
Booster Pack (15 cards)	2.95
Booster Box (36 packs)	95.00

Beijing Blitz	2.00
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Inferno Round Kick	5.00
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U.S. CURRENCY, ITEMS, 1954

Full Premiere Edition Set (135 cards)	.. \$350.00
Full Limited Edition Set (239 cards)	.. 450.00
Starter Deck (60 cards)	..... 15.00
Starter Box (12 decks)	... 150.00
Booster Pack (15 cards)	.. 7.50
Booster Box (36 packs)	... 500.00

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Pick a Treasure	1 00
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# PLANNED

## What you need to know about the InQuest MAGIC Players Guide

The InQuest Player's Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game that is the Player's Guide Spotlight of the month.

### POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

#### C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

Whoa mamma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

### EXAMPLE LISTING

ART	NAME	TYPE	POWER	CASTING COST	OTHER	PRICE
ART	Book of Rass	U	Sev	6	OK	
	2: Sacrifice 2 life to draw 1 card.					
ART	Bottle of Suleiman	R	Imy	4	AM,R	
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.					
ART	Bronze Tablet	R	TW6	6	AQ,4TH	
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.					
ART	Candelabra of Tormas	R	DSB	1	AQ	
	X: Untap X separate lands.					
ART	Celestial Prism	U	AW6	3	A,B,U,R,4TH	
	2, T: Provides 1 mana of any color (play as an interrupt).					
ART	Chaos Orb	R	MT6	2	A,B,U	
	1: Flip card from height of one foot. If it rotates 360 degrees, any					

74 INQUEST

▲ Bottle of Suleiman is an artifact that is rare, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in Arabian Nights and Revised. Flip a coin and if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Satan told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Satan had next to nothing to do with it.



### SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Card Type. A Summon Faerie means the Brownie is a creature of the genus Faerie.
- C** — Text. The description of exactly what the card can do.
- D** — Flavor Text. A sometimes funny or informative quote, usually historical in nature.
- E** — Artist's Name.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbols means he is from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.



## ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Barah, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Faglio, Kaja	KFo
Faglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Paale, Mark	MPo
Raabe, Mike	MRA
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snaddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Nè Nè	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryan	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

## CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

## SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

# SPOTLIGHT:

**Blood Wars** (plus the Rebels & Reinforcement and Factions & Facts expansion sets) This month's *InQuest* showcases TSR's hot new card game *Blood Wars* and its expansion sets, *Rebels & Reinforcements* and *Factions & Facts*. Assume the role of powerful Warlords from planes such as The Abyss and Ysgard as you command an army of extra-planar Legions in an attempt to conquer various Battlefields of the planes. There are two types of challenges. In *Combat*, it's an all-out brawl. One-on-one against another player, the higher total wins. Diplomacy comes into play in *Intrigue* challenges, where your opponents can either choose to fight against you or ally with you. Although both are pretty straight forward, deception and surprise are the key elements to winning. Check out the card ratings and descriptions to see which cards can give you the unexpected edge in the epic battle for the planes. And in case you're having your doubts, it's a lot better than *Super Deck!* Trust us.

Here are the abbreviations for

## BLOOD WARS

### TYPE

Ind. Town ... Independent Town  
P. Pathway ... Planar Pathway

### RARITY

CH ... Chase card  
UR ... Ultra Rare

### ALIGNMENT

C ... Chaotic  
E ... Evil  
G ... Good  
L ... Lawful  
N ... Neutral

### DESCRIPTIONS

CP ... Combat Power  
CS ... Combat Strength  
B ... Dead-Book  
V ... Discard  
IP ... Intrigue Power  
IS ... Intrigue Strength  
RR ... Random Result



## BLOOD WARS CARD DESCRIPTION

- A** — **Alignment:** The general tendencies of the character, item, or place.
- B** — **CS, IS, VP:** This number represents Combat Strength for Legions, Intrigue Strength for Warlords, Victory Points for Battlefields, and Combat Strength modifiers for certain Fate cards.
- C** — **RR:** Random Result. This number is used to determine the effects of certain Fate cards.
- D** — **Category:** The four card categories include: Battlefields, Fates, Legions, and Warlords. This card represents a Warlord.
- E** — **Type:** For Warlords and Legions, this tells what type of creature they are. For Battlefields, this tells whether it is a Realm, Site, or Independent Town. Fate cards are divided into Acolytes, Items, Orders, Spells, and Supports.
- F** — **Card Name:** The name of the Warlord, Legion, Battlefield, or Fate card.
- G** — **Special Abilities:** This box lists the Combat and Intrigue powers of Legions and Warlords, any special abilities possessed by certain Battlefields, and the effects of Fate cards.

# BLOOD WARS

Let slip the dogs of war on page 92.

# INQUEST

## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description						
<b>Aeolipile</b>	ART	R	●●●	MHu	1	FE	<b>X: Untap X separate lands</b>						
1, T: Sacrifice Aeolipile to deal 2 damage to any target							<b>Celestial Prism</b>	ART	U	●●●	AWe	3	A,B,U,R,4TH
<b>Al-barbar's Carpet</b>	ART	R	●●●●	KFo	5	LG	2, T: Provides 1 mana of any color (play as an interrupt)						
5, T: Prevent all damage done to you by attacking non-flying creatures							<b>Chaos Orb</b>	ART	R	●●●	MTe	2	A,B,U
<b>Aladdin's Lamp</b>	ART	U	●●●	MTe	10	AN,R,4TH	1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library							<b>City in a Bottle</b>	ART	R	●	DTu	2	AN
<b>Aladdin's Ring</b>	ART	U	●●●	Dfr	8	AN,R,4TH	Remove all Arabian Nights cards from play, prevent new ones from being put into play.						
8, T: Do 4 damage to any target							<b>Clay Statue</b>	AC	C	●●	IMy	4	AQ,4TH
<b>Alchor's Tomb</b>	ART	R	●●●●	HHc	4	LG	2: Regenerates 3/1.						
2, T: Change the color of target permanent you control.							<b>Clockwork Avian</b>	AC	R	●●	RAF	5	AQ,4TH
<b>Amulet of Kroog</b>	ART	C	●●	MOK	2	AQ,4TH	Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps						
2, T: Prevent 1 damage to any target													
<b>Ankh of Mishra</b>	ART	R	●●	AWe	2	A,B,U,R,4TH							
Do 2 damage to any player who puts a new land into play													
<b>Arena of the Ancients</b>	ART	R	●	TW6	3	LG							
Tap all Legends when casting Arena. Legends do not untap normally during untap phase													
<b>Armageddon Clock</b>	ART	U	●●	AWe	6	AQ,R,4TH							
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter													
<b>Ashnod's Altar</b>	ART	U	●	AMa	3	AQ							
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt)													
<b>Ashnod's Battle Gear</b>	ART	U	●●	MPa	2	AQ,4TH							
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped													
<b>Ashnod's Transmogrator</b>	ART	U	●●●	MTe	1	AQ							
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used													
<b>Balm of Restoration</b>	ART	R	●●	MOK	2	FE							
1, F: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target													
<b>Barl's Cage</b>	ART	R	●●●●	TW4	4	DK							
3: Target creature does not untap as usual in its controller's next untap phase													
<b>Basalt Monolith</b>	ART	U	●●●	IMy	3	A,B,U,R							
T: Add 3 to your mana pool. Spend 3 to untap at any time													
<b>Battering Ram</b>	AC	C	●●	JMa	2	AQ,4TH							
Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1													
<b>Black Lotus</b>	ART	R	●●●●●	CRu	0	A,B,U							
1: Discard to add 3 mana of any single color to your mana pool													
<b>Black Mana Battery</b>	ART	U	●●●	AMa	4	LG,4TH							
2, T: Add a counter to Black Mana Battery. T: Add 8 to your mana pool. Remove as many counters as you wish, add 8 for each counter removed (play as an interrupt).													
<b>Black Vise</b>	ART	U	●●●●	RTh	1	A,B,U,R,4TH							
Do 1 damage for each card over four opponents has in hand during upkeep													
<b>Blue Mana Battery</b>	ART	U	●●●	AWe	4	LG,4TH							
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).													
<b>Bone Flute</b>	ART	U	●●	CRu	2	DK							
T: Give all creatures -1/-0 until end of turn													
<b>Book of Rass</b>	ART	R	●●●	Sev	6	DK							
2: Sacrifice 2 life to draw 1 card													
<b>Bottle of Suleiman</b>	ART	R	●●●	IMy	4	AN,R							
1: Flip a coin. If opposite side of coin is heads, you win. If heads, Suleiman with a Dapp is a 5/5 flying artifact creature													
<b>Brass Man</b>	ART	U	●●●	CRu	1	AN,R,4TH							
Pay 1 during upkeep													
<b>Bronze Horse</b>	ART	R	●●	MTe	1	AQ,4TH							
1: Reduce to 0 all damage dealt to you by creatures you control on your turn													
<b>Bronze Tablet</b>	ART	R	●●	MTe	1	AQ,4TH							
4: Target an opponent's creature. If that creature is a creature, it enters play as a 4/4 artifact creature and your opponent now controls it. Opponent may counter it. Tablet enters play tapped													
<b>Candelabra of Tawmos</b>	ART	R	●●●●●	DSh	1	AQ							



**Walking Wall:** As an artifact creature, this card can be superuseful. At only four mana, it's cheap to cast and provides great defense. If you've got three spare mana, a 3/5 attacker's nothing to scoff at. Don't forget that you can also use the wall's special ability when blocking: catch your opponent off-guard by transforming the wall to kill one of his attackers.

<b>Anion O/4</b>	ART	U	●●●	DTu	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. O/4						
<b>Coal Golem</b>	AC	U	●	CRu	5	DK
2: Sacrifice Coal Golem to deal 3 damage to any target. You may only use this ability once a turn.						
<b>Colossus of Sandia</b>	AC	R	●●●●	IMy	9	AQ,4TH
1: Sacrifice Colossus of Sandia to deal 9 damage to any target. You may only use this ability once a turn.						
<b>Corch Mann</b>	ART	R	●●●	DTu	2	FE
1: Sacrifice Corch Mann to deal 2 damage to any target. Place any single card from your hand on top of Corch Mann.						
<b>Conservator</b>	ART	U	●●●	AWe	4	A,B,U,R,4TH
1: Sacrifice Conservator to deal up to 2 life to any target.						
<b>Copper Tablet</b>	ART	U	●●●	AWe	2	A,B,U
1: Sacrifice Copper Tablet to deal 2 damage to any target. You may only use this ability once a turn.						
<b>Coral Helm</b>	ART	R	●●	MTe	1	AQ,4TH
1: Give target creature +2/+2 until end of turn. You may only use this ability once a turn.						
<b>Crystal Rod</b>	ART	U	●●	AWe	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
<b>Cursed Rock</b>	ART	U	●●	RTh	4	AQ,4TH
Opponent must discard to 4 cards during discard phase						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
<b>Cyclopean Tomb</b>	ART	R	●●●	AMa	0	A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal						
<b>Dancing Scimitar</b>	AC	R	●●●	AMa	4	AN,R,4TH
Flying 1/5.						
<b>Dark Sphere</b>	ART	U	●●●●	MTe	0	DK
1: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
<b>Delir's Cone</b>	ART	U	●●	MTe	0	FE
1: Sacrifice Delir's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
<b>Delir's Cube</b>	ART	R	●●●●	MTe	0	FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delir's Cube. Pay 2 and remove a cube counter to regenerate a target creature						
<b>Diabolic Machine</b>	AC	U	●●	AMa	7	DK,4TH
3: Regenerates 4/4.						
<b>Dingus Egg</b>	ART	R	●●	Dfr	4	A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land						
<b>Disrupting Scepter</b>	ART	R	●●●	Dfr	3	A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
<b>Dragonish Cylind</b>	ART	R	●●	EBc	2	FE
2, T: Randomly discard a card from your hand to regenerate target creature.						
<b>Dragon Engine</b>	AC	C	●●	AMa	3	AN,R,4TH
2: +1/+0 until end of turn. 1/3.						
<b>Ebony Horse</b>	ART	R	●	DW1	3	AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
<b>Elven Lyre</b>	ART	R	●●	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						
<b>Faldon's Cone</b>	ART	U	●●●●	MTe	1	AQ
0: Reshuffle your graveyard into your library. Remove Faldon's Cone from game when it is used, returning it to its owner's deck after the game is over.						
<b>Fellwar Stone</b>	ART	U	●●●●	QHo	2	DK,4TH
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
<b>Flying Carpet</b>	ART	R	●●●●	MTe	4	AN,R,4TH
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
<b>Forcefield</b>	ART	R	●●●●	Dfr	3	A,B,U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
<b>Forethought Amulet</b>	ART	R	●●●	MBc	5	LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant						
<b>Fountain of Youth</b>	ART	U	●●●●	DGe	0	DK
2, T: Gain 1 life.						
<b>Gauntlet of Might</b>	ART	R	●●●●	CRu	4	A,B,U
All mountains produce an extra mana. Give all red creatures +1/+1.						
<b>Gauntlets of Chaos</b>	ART	R	●●●●	Dfr	5	LG
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
<b>Glasses of Urza</b>	ART	U	●●●	DSh	1	A,B,U,R,4TH
1: Look at opponent's hand. No, his cards!						
<b>Golgathion Sylex</b>	ART	R	●	KKa	4	AQ
1: Discard all Antiquities cards, including Golgathion Sylex, from play						
<b>Grapeshot Catapult</b>	AC	C	●●●	Dfr	4	AQ,4TH
T: Do 1 damage to a target flying creature. 2/3						
<b>Green Mana Battery</b>	ART	U	●●●	CRu	4	LG,4TH
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).						
<b>Helm of Chazruk</b>	ART	R	●●●	MTe	1	A,B,U,R,4TH
1: Give one creature bonding ability until end of turn						
<b>Hive, the</b>	ART	R	●●●	Sev	5	A,B,U,R,4TH
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						
<b>Horn of Deafening</b>	ART	R	●●●●	Dfr	4	LG
2, T: Target creature deals no damage in combat this turn.						
<b>Hawking Mine</b>	ART	R	●●●●	MPa	2	A,B,U,R,4TH
Everyone must draw an extra card during his or her draw phase.						
<b>Icy Manipulator</b>	ART	U	●●●●●	DSh	4	A,B,U
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent						
<b>Illusionary Mask</b>	ART	R	●●●	AWe	2	A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
<b>Implements of Sacrifice</b>	ART	R	●●●	MOK	2	FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool						
<b>Iron Star</b>	ART	U	●●	Dfr	1	A,B,U,R,4TH
1: Take 1 life for any red spell cast. Can only give 1 life for each						



Home	Kind	Rarity	Rating	Artist	Sets	Found	Name	Description	Kind	Rarity	Rating	Artist	Sets	Found	Name	Description	Kind	Rarity	Rating	Artist	Sets	Found	
hine a red spell is cast.							1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyr'al's Disk. Nevinyr'al's Disk enters play tapped.								turn. 2/2.								
<b>Ivory Cup</b>	ART	U	••	AMA	1	A,B,U,R,4TH	<b>North Star</b>	ART	R	•••	KFo	4	LG		<b>Sentinel</b>	AC	R	•••	RAF	4	LG		
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.							4: 1: You may cast one spell this turn using mana of any color.								*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.								
<b>Ivory Tower</b>	ART	U	•••••	MOK	1	AQ,R,4TH	<b>Nova Pentacle</b>	ART	R	•••	RtH	4	LG		<b>Serpent Generator</b>	ART	R	•••••	MtE	6	LG		
Take 1 life for each card over four you have in hand during upkeep.							3: 1: Redirect all damage done to you by one source to target creature of opponent's choice.								4: 1: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damage opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.								
<b>Jade Monolith</b>	ART	R	••	AMA	4	A,B,U,R,4TH	<b>Obelisk of Undoing</b>	ART	R	••	TWb	1	AQ		<b>Shapeshifter</b>	AC	R	•••••	DfR	6	AQ,4TH		
1: Take all damage done to any creature on yourself instead.							6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.								*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7/*).								
<b>Jade Statue</b>	ART	U	•••••	DfR	4	A,B,U	<b>Obsidian Golem</b>	AC	U	•••	IMy	6	A,B,U,R,4TH		<b>Skull of Orm</b>	ART	U	•••	TWb	3	DK		
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.							4/6.								5: 1: Bring an enchantment card from your graveyard into your hand.								
<b>Jalum Tome</b>	ART	R	•••	TWb	3	AQ	<b>Onulet</b>	AC	U	••	AMA	3	AQ,R,4TH		<b>Sol Ring</b>	ART	U	•••••	MtE	1	A,B,U,R		
2: Draw a card from your library and discard a card of your choosing to your graveyard.							If Onulet is placed in graveyard, its controller takes 2 life. 2/2								T: Add 2 to your mana pool (play as an interrupt).								
<b>Jondor's Ring</b>	ART	R	••	DfR	6	AN,R	<b>Ornithopter</b>	AC	C	•••	AWe	0	AQ,R,4TH		<b>Soul Net</b>	ART	U	••	DWi	1	A,B,U,R,4TH		
2: 1: Discard a card you just drew, and draw another to replace it.							Flying. 0/2.								1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.								
<b>Jondor's Saddlebags</b>	ART	R	•••••	DWi	2	AN,R,4TH	<b>Planar Gate</b>	ART	R	•••	MBE	6	LG		<b>Spirit Shield</b>	ART	R	•••	SKi	3	FE		
3: 1: Untap a creature.							Pay 2 colorless mana less when casting a summon spell.								2: 1: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.								
<b>Joyeadae Tome</b>	ART	R	•••••	MtE	4	A,B,U,R,4TH	<b>Primal Clay</b>	AC	U	•••	KFo	6	AQ,R,4TH		<b>Staff of Zagon</b>	ART	C	•	MPo	4	AQ		
4: 1: Draw 1 extra card.							When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.								3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.								
<b>Jeweled Bird</b>	ART	R	•	AWe	1	AN	<b>Pyramids</b>	ART	R	•••	AWe	6	AQ		<b>Stranding Stones</b>	ART	U	•	SEv	3	DK		
1: Exchange Bird for your ante, then draw a new card.							2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.								1: 1: Sacrifice 1 life to add 1 mana of any color to your mana pool.								
<b>Juggernaut</b>	AC	U	•••••	DfR	4	A,B,U,R	<b>Rakaliite</b>	ART	U	••	CRu	6	AQ		<b>Stone Calendar</b>	ART	R	••	AWe	5	DK		
Must attack each turn if possible. Can't be blocked by walls. 5/3.							2: Prevent 1 damage to any target. Rakaliite returns to owner's hand when used.								Your spells cost 1 less to cast; casting cost cannot go below 0.								
<b>Knowledge Vault</b>	ART	R	•••	AWe	4	LG	<b>Red Mana Battery</b>	ART	U	•••	MtE	4	LG,4TH		<b>Su-Chi</b>	AC	U	•	CRu	4	AQ		
2: 1: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.							2: 1: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).								When Su-Chi goes to the graveyard, its controller gets 4 colorless								
<b>Karmus Bell</b>	ART	R	•••	CRu	4	A,B,U,R,4TH	<b>Reflecting Mirror</b>	ART	U	•••	MPo	4	DK		<b>Sword of the Ages</b>	ART	R	•••••	CRu	6	LG		
Treat all swamps in play as 1/1 creatures that can be tapped for B.							X: 1: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.								Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game. mana. 4/4								
<b>Kry Shield</b>	ART	U	••	RtH	2	LG	<b>Relic Barrier</b>	ART	U	••	HMk	2	LG		<b>Tablet of Epiyr</b>	ART	C	•	CRu	1	AQ		
2: 1: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.							T: Tap target artifact.								1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.								
<b>Library of Leng</b>	ART	U	•••	DGe	1	A,B,U,R,4TH	<b>Ring of Immortals</b>	ART	R	•	MBE	5	LG		<b>Tawmos's Coffin</b>	ART	R	•••••	CRu	4	AQ		
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.							3: 1: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).								3: 1: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave								
<b>Life Chisel</b>	ART	U	•••	AWa	4	LG	<b>Ring of Ma'ru</b>	ART	R	•••••	DfR	5	AQ										
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.							5: Sacrifice Ring of Ma'ru to select a card from outside the game																
<b>Life Matrix</b>	ART	R	•••••	AWe	4	LG																	
4: 1: Put a counter on target creature during upkeep. Remove counter to regenerate creature.																							
<b>Living Armor</b>	ART	U	•••	AMA	4	DK																	
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.																							
<b>Living Wall</b>	AC	U	•••	AMA	4	A,B,U,R																	
Counts as a wall. 1: Regenerates. 0/6																							
<b>Mana Matrix</b>	ART	R	••	MtE	6	LG																	
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment																							
<b>Mana Crypt</b>	ART	R	•••	MtE	0	BOOK																	
T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life																							
<b>Mana Vault</b>	ART	R	•••••	MtE	1	A,B,U,R,4TH																	
1: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap																							
Does 1 damage to you if it remains tapped during upkeep																							
<b>Marble Priest</b>	AC	U	•	MBE	5	LG																	
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.																							
<b>Meekstone</b>	ART	R	•••••	QHo	1	A,B,U,R,4TH																	
Any creature with power greater than 2 may not be untapped as normal during the untap phase																							
<b>Mightstone</b>	ART	U	••	PVe	4	AQ																	
All attacking creatures gain +1/+0.																							
<b>Millstone</b>	ART	U	•••	KFo	2	AQ,R,4TH																	
2: 1: Take the top 2 cards from target player's library and place them in target player's graveyard.																							
<b>Mirror Universe</b>	ART	R	•••••	Pfo	6	LG																	
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.																							
<b>Mishra's War Machine</b>	AC	R	•	AWe	7	A,B,U,R,4TH																	
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5																							
<b>Mox Emerald</b>	ART	R	•••••	DfR	0	A,B,U																	
T: Add G to your mana pool																							
<b>Mox Jet</b>	ART	R	•••••	DfR	0	A,B,U																	
T: Add B to your mana pool																							
<b>Mox Pearl</b>	ART	R	•••••	DfR	0	A,B,U																	
T: Add W to your mana pool																							
<b>Mox Ruby</b>	ART	R	•••••	DfR	0	A,B,U																	
T: Add R to your mana pool																							
<b>Mox Sapphire</b>	ART	R	•••••	DfR	0	A,B,U																	
T: Add U to your mana pool																							
<b>Necropolis</b>	AC	U	••	NtH	5	DK																	
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1																							
<b>Nevinyr'al's Disk</b>	ART	R	•••••	MtE	4	A,B,U,R,4TH																	

**Soul Kiss & Aggression:** Here's a couple of enchantments that'll have your opponent praying for a Swords to Plowshares. At the cost of one life and one black for two power and toughness, Soul Kiss is a bargain. Combined with Aggression, it can make just about any creature, even rowly orcs, unstoppable!



**SOUL KISS**

## AGGRESSION

instead of drawing						
<b>Ring of Renewal</b>	ART	R	♦♦♦♦	DSh	5	FE
5, 1. Randomly discard a card from you hand to draw two cards.						
<b>Rocket Launcher</b>	ART	U	♦♦♦	PvE	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
<b>Rod of Ruin</b>	ART	U	♦♦♦	CRu	4	A,B,U,R,4TH
3, 1: Do 1 damage to any target.						
<b>Runesword</b>	ART	U	♦♦	CRu	6	DK
3, 1: Give target attacking creature +2/-0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
<b>Sunglasses of Urzo</b>	ART	R	♦♦♦♦	Dfr	3	A,B,U,R,4TH
Your plains may generate either white or red mana.						
<b>Sandals of Abdallah</b>	ART	R	♦♦	Dfr	4	AQ
2: Give landwalk to a creature until end of turn. If target creature is destroyed before end of turn, so are Sandals of Abdallah.						
<b>Scarecrow</b>	AC	U	♦♦♦	AdA	5	DK
6, 1: Negate all damage done to you by flying creatures until end of						

**Coffin topped**  
**Tawmos's Ward** ART U ●● DSh 4 AQ,4TH

2 Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.

**Tawmos's Weaponry** ART U ●● DFi 2 AQ,4TH

2 Target creature gets +1/-1 as long as Tawmos's Weaponry remains topped. You may choose not to atop Tawmos's Weaponry during untap phase.

**Tetraevus** AC R ●● MTe 6 AQ,4TH

Flying Give Tetraevus three +1/+2 counters when cast to reveal upkeep. You may remove one of these counters on a cost Tetraevus. Counters that are not of Tetraevus become independent. 1 (Flying artifact creatures that when cast are removed from play. The counters may not be targeted by end-of-turns cast or shop enchantments on Tetraevus 1/1)

**Throne of Bone** ART U ●● AMg 1 AB U P 4TH

1 Take 1 to cast time a black spell's cost. Can't, give 1 to for each time a black spell's cost.

**Time Vault** ART R ●● MTe 2 AB L

1 Take an extra turn. Comes into play topped, and may only be

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA: Enchant Artifact

EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

MI Interup  
LH Lord

SC Summer Creation  
SOR Sorcery

A Cumulative Impact



# players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
untopped if controller forfeits a turn						
<b>Tormod's Crypt</b>	ART	U	****	CRu	0	DK
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
<b>Tower of Caïrell</b>	ART	U	**	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn						
<b>Triassic Egg</b>	ART	R	***	Dfr	4	LG
3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned						
<b>Triskelion</b>	AC	R	****	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1						
<b>Urza's Avenger</b>	AC	R	****	AWe	6	AQ,4TH
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability						



CROWN OF THE AGES



WINGS OF AESTHIR

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
<b>BLACK</b>						
<b>Abomination</b>	SC	U	***	MTe	BB3	LG,4TH
Green or white creatures blocking or blocked by Abomination are destroyed after combat 2/6.						
<b>Abyss, The</b>	EW	R	***	PVe	83	LG
Each player must bury a target non-artifact creature he or she controls during upkeep.						
<b>All Hallow's Eve</b>	EN	R	***	CRu	BB2	LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned						
<b>Animate Dead</b>	EC	U	****	AMa	B1	A,B,U,R,4TH
Bring a creature from any graveyard into play on your side with -1 power.						
<b>Armor Thrull</b>	SC	C	****	MuM	B2	FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe, 1/3.						
<b>Artifact Possession</b>	EA	C	***	CRu	B2	AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact						
<b>Ashes to Ashes</b>	SOR	C	***	DTu	BB1	DK
Remove two non-artifact creatures from the game and lose 5 life.						
<b>Bod Moon</b>	EN	R	***	JMy	B1	A,B,U,R,4TH

**Crown of the Ages & Wings of Aesthir:**  
Look familiar? Crown of the Ages is Enchantment Alteration in a box. Wings of Aesthir is one of the most potent creature enchantments in Ice Age. With the Crown, you can bounce Wings among your creatures as needed.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Add BBB to your pool of mana.						
<b>Darkness</b>	INS	C	***	HMc	B	LG
Creatures attack and block as normal but deal no damage.						
<b>Darkpact</b>	SOR	R	****	QHo	BBB	A,B,U,R
Swap your topmost unmana card with either ante card.						
<b>Deathgrip</b>	EN	U	***	AMa	BB	A,B,U,R,4TH
BB: Counter a green spell (play as an interrupt).						
<b>Deathlace</b>	INT	R	***	Sev	B	A,B,U,R,4TH
Change the color of one card being played or in play to black.						
<b>Demonic Attorney</b>	SOR	R	**	DGe	B	A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.						
<b>Demonic Hordes</b>	SC	R	****	JMy	BBB3	A,B,U,R
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed 5/5.						
<b>Demonic Torment</b>	EC	U	***	AMa	B2	LG
Target creature deals no damage during combat and may not attack in play or						
<b>Demonic Tutor</b>	SOR	U	*****	DSh	B1	A,B,U,R
Choose one card from your library, then reshuffle your library.						
<b>Dereler</b>	SC	R	**	AMa	B3	FE
Your black spells cost an additional B. 4/4						
<b>Drain Life</b>	SOR	C	***	DSh	B1X	A,B,U,R,4TH
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness						
<b>Drudge Skeletons</b>	SC	C	****	Sev	B1	A,B,U,R,4TH
B: Regenerates. 1/1.						
<b>Enter of the Dead</b>	SC	U	***	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Enter of the Dead. 3/4.						
<b>Ebon Praetor</b>	SC	R	***	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5						
<b>El-Hajjaj</b>	SC	R	***	DWi	BB1	AN,R,4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
<b>Erg Raiders</b>	SC	C	**	DWi	B1	AN,R,4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3						
<b>Evil Eye Orbs-By-Gore</b>	SC	U	**	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
<b>Evil Presence</b>	EL	U	***	Sev	B	A,B,U,R,4TH
Target land is now a basic swamp						
<b>Fallen, The</b>	SC	U	**	JMy	BBB1	DK
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3						
<b>Fallen Angel</b>	SC	U	****	DSh	BB3	FE
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3						
<b>Fear</b>	EC	C	****	MPa	BB	A,B,U,R,4TH
Only black or artifact creatures may block target creature						
<b>Frozen Shade</b>	SC	C	***	DSh	B2	A,B,U,R,4TH
B: +1/+1 until end of turn. 0/1.						
<b>Gate to Phyrexia</b>	EN	U	***	Sev	BB	AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact						
<b>Ghosts of the Damned</b>	SC	C	*	EBe	BB1	LG
T: Make target creature -1/-0 until end of turn. 0/2						
<b>Giant Slug</b>	SC	C	***	AMa	B	LG
5. Give Slug landwalk ability of your choice on your next turn. 1/1						
<b>Gloom</b>	EN	U	***	Dfr	B2	A,B,U,R,4TH
0/1. White spells and white enchantment activation costs now require 3 extra mana						
<b>Glyph of Doom</b>	INS	C	*	SVC	B	LG
Creatures blocked by target wall are destroyed after combat						
<b>Grave Robbers</b>	SC	R	***	QHo	BB1	DK
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1						
<b>Greed</b>	EN	R	***	Pfo	B3	LG, 4TH
B: Draw an extra card and sacrifice 2 life						
<b>Guardian Beast</b>	SC	R	****	KMa	B3	AN
If entangled, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4						
<b>Horran Ogress</b>	SC	C	*	Dfr	BB	AN
Pay 2 when Horran Ogress attacks or loses 2 life. 3/2						
<b>Haunting Wind</b>	EN	U	**	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid						
<b>Headless Horseman</b>	SC	C	**	QHo	B2	LG
2/2						
<b>Hell Swarm</b>	INS	C	*	CRu	B	LG
Make all creatures -1/-0 until end of turn						
<b>Hell's Carabaker</b>	SC	R	****	Sev	B3	LG
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1						
<b>Hellfire</b>	SOR	R	****	PVe	BBB2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard						
<b>Horror of Horrors</b>	EN	U	***	MTe	BB3	LG
Sacrifice a swamp to regenerate a black creature.						
<b>Howl from Beyond</b>	INS	C	****	MPa	BX	

gains are cumulative. 4/4.						
<b>Urza's Choice</b>	ART	C	**	JMe	1	AQ
1. Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast						
<b>Urza's Mixer</b>	ART	R	**	RAF	3	AQ
3. Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Mixer may not be used when you destroy an artifact to gain benefits from another card						
<b>Voodoo Doll</b>	ART	R	**	Sev	6	LG
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target						
<b>Wall of Spears</b>	AC	U	**	Sev	3	AQ,4TH
First strike, counts as a wall. 2/3						
<b>Wand of Ith</b>	ART	U	****	QHo	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn						
<b>War Barge</b>	ART	U	****	TWd	4	DK
3. Give target creature landwalk until end of turn. Bury target if War Barge leaves play this turn						
<b>Weakstone</b>	ART	U	**	JMa	4	AQ
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage						
<b>White Mana Battery</b>	ART	U	***	AWa	4	LG,4TH
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt)						
<b>Winter Orb</b>	ART	R	***	MTe	2	A,B,U,R,4TH
Each player may only untap up to 1 land during untap phase						
<b>Wooden Sphere</b>	ART	U	**	MT	1	A,B,U,R,4TH
1. Take 1 life for any green spell is cast. Can only give 1 life each time a green spell is cast						
<b>Yotian Soldier</b>	AC	C	***	CRu	3	AQ,4TH
Yotian Soldier does not tap when attacking. 1/4						
<b>Zelyon Sword</b>	ART	P	***	Sr	3	
3, T: Make target creature -2/-0 until end of turn. Zelyon Sword may only be used during your upkeep phase						

All black creatures in play get +1/+1						
<b>Banshee</b>	SC	U	**	JMy	BB2	DK
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1						
<b>Basal Thrull</b>	SC	C	*	MuM	B	FE
T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: Kfo, Pfo, RKF. 1/2						
<b>Black Knight</b>	SC	U	****	JMa	BB	A,B,U,R,4TH
Protection from white, first strike. 2/2						
<b>Blight</b>	EL	U	**	PVe	BB	LG,4TH
If target land is tapped, destroy it at end of turn.						
<b>Bog Imp</b>	SC	C	**	RSp	B1	DK,4TH
Flying. 1/1.						
<b>Bog Rats</b>	SC	C	***	RSp	B	DK
Cannot be blocked by walls. 1/1						
<b>Bog Wraith</b>	SC	U	***	JMe	B3	A,B,U,R,4TH
Swampwalk. 3/3						
<b>Breeding Pit</b>	EN	U	****	AMa	B3	FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit						
<b>Carrier Ants</b>	SC	R	****	RTh	BB2	LG,4TH
1 +1/+1 until end of turn. 0/1						
<b>Charns of Mephazophiles</b>	EN	R	*	HMU	B1	LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand may place top card in library in graveyard instead of drawing						
<b>Contract from Below</b>	SOR	R	**	DSh	B	A,B,U,R
Discard your hand, draw a new ante card plus seven cards						
<b>Cosmic Horror</b>	SC	R	***	JMy	BBB3	LG,4TH
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7						
<b>Cuombay Witches</b>	SC	C	***	Kfo	BB	AQ
1. Each player does 1 damage to any target. 1/3						
<b>Curse Artifact</b>	EA	U	*	MTe	BB2	DK
Controller of target artifact must bury target during upkeep or lose 2 life						
<b>Cursed Land</b>	EL	U	**	JMy	BB2	A,B,U,R,4TH
Do 1 damage to controller of target land during upkeep						
<b>Cyclopean Mummy</b>	SC	C	*	EBe	B1	LG,4TH
Remove Mummy from game if it goes to graveyard. 2/1						
<b>Dark Ritual</b>	INT	C	****	AMa	B	A,B,U,R,



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Target creature gains +X/+0 until end of turn.</b> <b>Hymn to Tourach</b> SC C **** Multi BB FE Target player randomly discards two cards in hand. Artists: LDo, QHo, SK,SYC	A,B,U,R,4TH						<b>Nether Shadow</b> SC R *** CRu BB A,B,U,R,4TH If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play 1/1.							<b>Shimian Night Stalker</b> SC U *** JMy BB3 LG Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4						
<b>Hypnotic Specter</b> SC U **** DSh BB1 A,B,U,R,4TH Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2							<b>Nether Void</b> EW R **** HMc B3 LG Counter all spells unless their casters pay an extra 3.							<b>Simulacrum</b> INS U **** MPo B1 A,B,U,R,4TH Retroactively divert all damage done to you this turn to one of your creatures.						
<b>Imprison</b> EC R **** CRu B LG 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.							<b>Netiling Imp</b> SC U **** QHo B2 A,B,U,R T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.							<b>Sinkhole</b> SOR C *** SEv BB A,B,U Destroy a land.						
<b>Infernal Medusa</b> SC U *** AMa BB3 LG Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.							<b>Nightmare</b> SC R **** MBe B5 A,B,U,R,4TH Flying. Power and toughness equal number of swamps controller has in play. */*.							<b>Sorceress Queen</b> SC R **** KFo BB1 AN,R,4TH 1: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
<b>Initiates of the Ebon Hand</b> SC C **** Multi B FE 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDo, KFo, HHo 1/1.							<b>Order of the Ebon Hand</b> SC C **** Multi BB FE Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp 2/1							<b>Soul Exchange</b> SOR U **** AWo BB FE Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
<b>Inquisition</b> SOR C * AMa B2 DK Examine target player's hand. Do 1 damage to for each white card in hand							<b>Oublette</b> EN C **** DSh BB1 AN Place target creature out of play.							<b>Spirit Shackles</b> EC C ** EBe BB LG,4TH Put a 0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
<b>Javali Evil</b> SOR R ** CRu B2 LG Do 2 damage to opponent for each white creature opponent controls.							<b>Paralyze</b> EC C *** AMa B A,B,U,R,4TH Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast							<b>Stone-Throwing Devils</b> SC C *** KMe B AN First strike. 1/1						
<b>Junun Efreet</b> SC R *** CRu BB1 AN,4TH Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3							<b>Pestilence</b> EN C **** JMy B2 A,B,U,R,4TH B. Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.							<b>Syphon Soul</b> SOR C *** MBe B2 LG Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
<b>Juzam Djinn</b> SC R **** MTe BB2 AN Lose 1 life during upkeep. 5/5.							<b>Phyrexian Gremlins</b> SC C **** AWo B2 AQ T. Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.							<b>Taklemoggot</b> EC U ** DGe BB2 LG Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Taklemoggot. If no new targets exist, Taklemoggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Taklemoggot enchanted.						
<b>Khabal Ghoul</b> SC R **** DSh B2 AN Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.							<b>Pit Scorpion</b> SC C ** SKi B2 LG If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.							<b>Terror</b> INS C **** RSP B1 A,B,U,R,4TH Bury target creature. Cannot target black or artifact creatures.						
<b>Lesser Werewolf</b> SC U *** QHo B3 LG B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.							<b>Plague Rats</b> SC C ** AMa B2 A,B,U,R,4TH Power and toughness equal number of Plague Rats in play. */*.							<b>Thrull Champion</b> SC R **** DGe B4 FE All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.						
<b>Lich</b> EN R ** DGe BBBB A,B,U Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.							<b>Priest ofYawmogh</b> SC C * MTe B1 AQ T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.							<b>Thrull Retainer</b> EC U **** RSp B FE Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
<b>Lord of the Pit</b> SC R *** MTe BBB4 ABUR,4TH Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.							<b>Quagmire</b> EN U ** DFr B2 LG Creatures with swampwalk may be blocked.							<b>Thrull Wizard</b> SC U ** AMa B2 FE B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt) 1/1.						
<b>Lost Soul</b> SC C **** RAF BB1 LG,4TH Swampwalk. 2/1.							<b>Rag Man</b> SC R *** DGe BB2 DK,4TH BBB. T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.							<b>Touch of Darkness</b> INS U *** PVo B0 LG Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
<b>Marsh Gas</b> INS C * DSh B DK,4TH Make all creatures -2/-0 until end of turn.							<b>Raise Dead</b> SOR C *** JMe B A,B,U,R,4TH Bring a creature from your graveyard into your hand.							<b>Tourach's Chant</b> EN U ** RKF BB1 FE Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
<b>Mindstab Thrull</b> SC C ** Multi BB1 FE If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHo, RKF, MTe. 2/2.							<b>Royal Assassin</b> SC R **** TWo BB1 A,B,U,R,4TH T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.							<b>Tourach's Gate</b> EL R ** SEv BB1 FE You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, buying Tourach's Gate when there are no time counters on it. 0: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.						
<b>Mind Twist</b> SOR R **** JBo BX A,B,U,R,4TH Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.							<b>Sacrifice</b> INT U * DFr B A,B,U,R Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.							<b>Transmutation</b> INS C **** SVC B1 LG Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
<b>Mold Demon</b> SC R * JMy BB5 LG Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6							<b>Scathe Zombies</b> SC C ** JMy B2 A,B,U,R 2/2.							<b>Uncle Istvan</b> SC U *** DGe BBB1 DK,4TH Creatures cannot damage Uncle Istvan. 1/3.						
<b>Mark Dwellers</b> SC C *** DTu B3 DK,4TH If Mark Dwellers attack and are not blocked, they gain +2/+0. 2/2							<b>Scavenging Ghoul</b> SC U *** JMe B3 A,B,U,R,4TH At the end of turn, add a counter for each creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2							<b>Underworld Dreams</b> EN U **** JBo BB8 LG Do 1 damage to opponent for each card drawn.						
<b>Nomeless Race</b> SC R *** QHo B3 DK Trample. Sacrifice * life when casting Nomeless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.							<b>Season of the Witch</b> EN R ** JMy BBB DK At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.							<b>Unholy Strength</b> EC C *** DSh B A,B,U,R,4TH Target creature gains +2/+1.						
<b>Necrite</b> SC C ** Multi BB1 FE If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu 2/2							<b>Sengir Vampire</b> SC U **** AMa BB3 A,B,U,R,4TH Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged a 4/4							<b>Vampire Bats</b> SC C ** AMa B LG,4TH Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1						
							<b>Sewars of Estark</b> INS R *** MBe BB2 BOOK If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither gains damage to nor takes							<b>Walking Dead</b> SC C **** DFr B1 LG B: Regenerates 1/1.						
														<b>Wall of Bone</b> SC U ** AMa B2 A,B,U,R,4TH B: Regenerates 1/4						
														<b>Wall of Putrid Flesh</b> SC U ** RTh B2 LG Protection from white. damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4						
														<b>Wall of Shadows</b> SC C *** PVo BB LG damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1						
														<b>Wall of Tombstones</b> SC U * DFr B1 LG * - the number of creatures in your graveyard. 0/1+*						
														<b>Warp Artifact</b> EA R **** AWo BB A,B,U,R,4TH Do 1 damage to target artifact's controller during upkeep						
														<b>Weakness</b> EC C **** DSh B0 A,B,U,R,4TH Target creature loses -2/-1						
														<b>Will-O'-The-Wisp</b> SC R **** JMy B A,B,U,R,4TH Flying. B: Regenerates 0/1						
														<b>Word of Binding</b> SOR C *** RSp BBX DK,4TH Tap X creatures						
														<b>Word of Command</b> INS R * JMy BB A,B,U Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so						



BALDUVIAN SHAMAN



BLACK SCARAB

**Balduvian Shaman & Black Scarab:** Here's another reincarnation of a popular card—it's *Sleight of Mind* on a creature. Use the shaman to maximize the effectiveness of white enchantments like the *Black Scarab*, to bring them to your oppone if's colors





## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Worms of the Earth	EN	R	•••	AMa	BBB2	DK
legally using his or her available mana.						
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	••••	CRu	BB3	LG
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5						
Xenic Poltergeist	SC	U	•••	DFr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both						



VEXING ARCANIX



PORTENT

power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

**Yawgmoth Demon** SC R •• Sev BB4 AQ  
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6

**Zombie Master** SC R •• JMe BB1 A,B,U,R,4TH  
All zombies in play gain swampwalk and may regenerate for 8 as long as Zombie Master remains in play. 2/3

<b>Acid Rain</b>	SOR	R	••••	NTh	U3	LG
Destroy all forests in play.						
<b>Air Elemental</b>	SC	U	••••	RTh	UU3	A,B,U,R,4TH
Flying 4/4						
<b>Amnesia</b>	SOR	U	•••	MPa	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
<b>Ancestral Recall</b>	INS	R	•••••	MPa	U	A,B,U
Target player must draw 3 cards.						
<b>Animate Artifact</b>	EA	U	•••	DSH	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
<b>Anti-Magic Aura</b>	EC	C	••••	DSH	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other auras, sorceries, or enchantments.						
<b>Apprentice Wizard</b>	SC	R	•••	DFr	UU1	DK, 4TH
U, T: Add 3 to your mana pool (play as an interrupt). 0/1						
<b>Azure Drake</b>	SC	U	•••	DFr	U3	LG
Flying 2/4						
<b>Backfire</b>	EC	U	••	BSn	U	LG, 4TH
For each point of damage done to target creature, Backfire does a point of damage to creature's controller.						
<b>Blue Elemental Blast</b>	INT	C	•••	RTh	U	A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.						
<b>Boomerang</b>	INS	C	••••	BSn	UU	LG
Return target permanent to owner's hand.						
<b>Brainseizer</b>	SOR	R	••••	MTa	UUU	A,B,U,R,4TH
Target player must draw X cards.						
<b>Brine Hag</b>	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 2/2.						
<b>Clone</b>	SC	U	••••	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed.						
<b>Control Magic</b>	EC	U	•••••	DWi	UU2	A,B,U,R,4TH

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Control target creature until enchantment is discarded or game ends.						
<b>Copy Artifact</b>	EN	R	••••	AWe	U1	A,B,U,R,4TH
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
<b>Counterspell</b>	INT	U	•••••	MPa	UU	A,B,U,R,4TH
Counter target spell as it is being cast.						
<b>Creature Bond</b>	EC	C	••	AMa	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
<b>Dance of Many</b>	EN	R	•••	Sev	UU	DK
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
<b>Dandan</b>	SC	C	•	DTu	UU	AN
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
<b>Deep Spawn</b>	SC	U	•••	MTa	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn						

**Vexing Arcanix & Portent:** The Arcanix is a useful tool for doing two damage to your opponent, but it's not much of a benefit to you unless you know what's coming. Portent is just one of many Ice Age cards that lets you look at the top few cards of your library. Check out what's coming, then scoop it up early with the Arcanix.

may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
<b>Deep Water</b>	EN	C	••	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
<b>Devouring Deep</b>	SC	C	••	LDa	U2	LG
Islandwalk. 1/2						
<b>Dramna's Restoration</b>	SOR	C	••	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
<b>Drain Power</b>	SOR	R	••••	DSH	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
<b>Dream Coat</b>	EC	U	••••	AWa	U	LG
Change target creature's color to another color (play as an interrupt).						
<b>Drowned</b>	SC	C	•	QHo	U1	DK
B. Regenerates. 1/1.						
<b>Elder Spawn</b>	SC	R	•	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6						
<b>Electric Eel</b>	SC	U	•	AMa	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1						
<b>Enchantment Alteration</b>	INS	C	••••	BSn	U	LG
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						
<b>Energy Flux</b>	EN	U	••••	KFo	U2	AQ
Each artifact requires 2 during upkeep or it must be discarded.						
<b>Energy Tap</b>	SOR	C	••	DGo	U	LG, 4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
<b>Erosion</b>	EL	C	••	PVa	UUU	DK, 4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
<b>Feedback</b>	EE	U	••	QHo	U2A,B,U,R,4TH	
Do 1 damage to controller of target enchantment during upkeep.						
<b>Field of Dreams</b>	EW	R	•••	KFo	U	LG
The top card in every library plays face up.						
<b>Fishlyer Oil</b>	EC	C	•••	AMa	U1	AN
Give target creature islandwalk.						
<b>Flash Counter</b>	INT	C	•••	HMc	U1	LG
Counter target interrupt or instant spell.						
<b>Flash Flood</b>	INS	C	•	TWa	U	LG
Destroy red permanent or return mountain to owner's hand. Destroy						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
enchantments on target land.						
<b>Flight</b>	EC	C	••••	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
<b>Flood</b>	EN	U	•••	DGo	U	DK, 4TH
UU: Tap target non-flying creature.						
<b>Flying Men</b>	SC	C	••••	CRu	U	AN
Flying. 1/1.						
<b>Force Spike</b>	INT	C	••	BWa	U	LG
Counter target spell unless its caster spends 1 extra colorless mana.						
<b>Gaseous Form</b>	EC	C	••	PFo	U2	LG
Target creature deals no damage in combat.						
<b>Ghost Ship</b>	SC	C	••••	TWa	UU2	DK, 4TH
Flying. UUU: Regenerates. 2/4.						
<b>Giant Shark</b>	SC	C	••	TWa	U5	DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.						
<b>Giant Tortoise</b>	SC	C	••	KFo	U1	AN, 4TH
+0/+3 while untapped. 1/1.						
<b>Glyph of Delusion</b>	INS	C	•	SVC	U	LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.						
<b>High Tide</b>	INS	C	••••	Multi	U	FE
All islands produce an additional U until end of turn.						
Artists: AMa, DTu, AWe						
<b>Homarid</b>	SC	C	•	Multi	U2	FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2						
<b>Homarid Shaman</b>	SC	R	•••	AWe	UU2	FE
U: Tap target green creature. 2/1.						
<b>Homarid Spawning Bed</b>	EN	U	••••	DSH	UU	FE
UU1: Sacrifice a blue creature to put X Camands, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
<b>Homarid Warrior</b>	SC	C	•	Multi	U4	FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.						
Artists: RAF, DGe, DSH. 3/3.						
<b>Hurkyl's Recall</b>	INS	R	•••	NTh	U1	AQ, R, 4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.						
<b>In the Eye of Chaos</b>	EW	R	•	CRu	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
<b>Invisibility</b>	EC	C	••••	AMa	UU	A,B,U
Target creature may only be blocked by walls.						
<b>Invoke Prejudice</b>	EN	R	••	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
<b>Island Fish Jaccanid</b>	SC	R	••	JMy	UUU4	AN, R, 4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
<b>Jump</b>	INS	C	••	MPa	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
<b>Juxtapose</b>	SOR	R	•••	JHo	U3	LG
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
<b>Land Equilibrium</b>	EN	R	•••	JMy	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
<b>Leviathan</b>	SC	R	•••	MTa	UUU5	DK, 4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10						
<b>Lifepath</b>	EN	U	••••	AMa	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
<b>Lord of Atlantis</b>	SC	R	•••	MBa	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1 2/2.						
<b>Magical Hack</b>	INT	R	•••••	JBa	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
<b>Mahomati Djinn</b>	SC	R	•••••	DFr	UU4	A,B,U,R,4TH
Flying 5/6						
<b>Mana Drain</b>	INT	U	•••••	MTa	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
<b>Mana Short</b>	INS	R	••••	DWi	U2	
Opponent's lands are tapped, opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
<b>Mana Vortex</b>	EN	R	••	DSH	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana						



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Vortex is destroyed whenever there are no lands in play							• Recall	SOR	R	*****	BSn	UXX	LG	end of turn. Use this ability only during upkeep	1/1					
<b>Merchant Ship</b>	SC	R	**	Twü	U	AN	Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.							<b>Tangle Kelp</b>	EC	U	**	RAU	U	DK
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.							<b>Reconstruction</b>	SOR	C	***	Amo	U	AQ,R	Target creature stays tapped during untap phase if it attacked last turn. Top target creature when Tangle Kelp is cast. 1/1.						
<b>Merfolk Assassin</b>	SC	U	***	DDe	UU	DK	Bring an artifact from your graveyard into your hand							<b>Telekinesis</b>	INS	R	**	DGe	UU	LG
T: Destroy target creature that has islandwalk. 1/2.							<b>Relic Bind</b>	EA	U	**	CRu	U2	LG,4TH	Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
<b>Merfolk of the Pearl Trident</b>	SC	C	**	JMe	U	A,B,U,R,4TH	When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.							<b>Teleport</b>	INS	R	****	DSh	UUU	LG
<b>Mersaine</b>	EC	C	***	Muü	UU2	FE	<b>Remove Soul</b>	INT	C	***	BSn	U1	LG	Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						
Put 3 net counters on Mersaine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.							<b>Reset</b>	INT	U	**	NLe	UU	LG	Change the color of a card being played or already in play to blue						
Artists: HKu, MOK, DTu, PVe.							Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.							<b>Thoughtloss</b>	INT	R	***	MPo	U	A,B,U,R,4TH
<b>Mind Bomb</b>	SOR	R	**	MTe	U	DK,4TH	<b>Reverberation</b>	INS	R	****	JHa	UU2	LG	UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imposing first strike to that creature's blocker. Artists: RAI (two versions), SEv						
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.							<b>Riptide</b>	INS	C	**	RAF	U	DK	<b>Tidal Influence</b>	EN	U	**	Twü	U2	FE
<b>Old Man of the Sea</b>	SC	R	****	SVC	UU1	AN	Top all blue creatures.							Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence						
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.							<b>River Merfolk</b>	SC	R	****	DSh	UU	FE	<b>Time Elemental</b>	SC	R	***	AWe	U2	LG,4TH
<b>Part Water</b>	SOR	U	***	NTH	UXX	LG	U: Give River Merfolk mountainwalk until end of turn. 2/1							Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks 0/2						
Give X target creatures island walk until end of turn.							<b>Sage of Lat-Nam</b>	SC	C	**	PVe	U1		• Time Walk	SOR	R	****	AWe	U1	A,B,U
<b>Phantasmal Forces</b>	SC	U	**	MPo	U3	A,B,U,R,4TH	T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.							Take an extra turn immediately after the end of the one in which you cast Time Walk						
Flying. Pay U during upkeep or card is destroyed. 4/1.							<b>Sea King's Blessing</b>	INS	U	**	RAF	U	LG	Put Time Walk in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards						
<b>Phantasmal Terrain</b>	EL	C	****	DWi	UU	A,B,U,R,4TH	Change the color of any number of target creatures to blue until end of turn.							<b>Transmute Artifact</b>	SOR	U	***	Amo	UU	AQ
Target land switches to any basic land type chosen by caster							<b>Sea Serpent</b>	SC	C	**	JMe	U5	A,B,U,R,4TH	Choose an artifact from your library and immediately place it in play, also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						
<b>Phantom Monster</b>	SC	U	****	JMy	U3	A,B,U,R,4TH	Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5							<b>Twiddle</b>	INS	C	*****	RAI	U	A,B,U,4TH
Flying 3/3.							<b>Seasinger</b>	SC	U	***	AWe	UU1	FE	Top or untap any single land, creature, or artifact in play. This does not generate an effect from the target card						
<b>Pirate Ship</b>	SC	R	****	Twü	U4	A,B,U,R,4TH	T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves							<b>Undertow</b>	EN	U	**	RAF	U2	LG
T: Do 1 damage to any target. Cannot attack unless opponent has																				



IMPOSING VISAGE



VENOMOUS BREATH

**Imposing Visage & Venomous Breath:** Throw Imposing Visage on a medium-sized creature and attack. If your opponent doesn't block, great! If she decides to put two or more creatures in the way, even better. Use Venomous Breath to knock off the blockers

islands in play. Destroyed immediately if controller has no islands in play. 4/3						
<b>Power Artifact</b>	EA	U	**	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less						
<b>Power Leak</b>	EC	C	***	DTu	U1	A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana						
<b>Power Sink</b>	INT	C	****	RTh	UX	A,B,U,R,4TH
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
<b>Prodigal Sorcerer</b>	SC	C	*****	DSh	U2	A,B,U,R,4TH
T: Do 1 damage to any target. 1/1.						
<b>Psionic Blast</b>	INS	U	****	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
<b>Psionic Entity</b>	SC	R	**	JHa	U4	LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2						
<b>Psychic Allergy</b>	EN	R	***	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep						
<b>Psychic Purge</b>	SOR	C	***	SVC	U	LG
Sacrifice two islands during your upkeep or destroy Psychic Allergy						
<b>Psychic Venom</b>	EL	C	***	BSn	U1	A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped						
<b>Puppet Master</b>	EC	U	***	SEv	UUU	LG
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens						

play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1						
<b>Segovian Leviathan</b>	SC	U	***	MBe	U4	LG,4TH
Islandwalk. 3/3						
<b>Serendib Djinn</b>	SC	R	**	Amo	UU2	AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6						
<b>Serendib Elfreet</b>	SC	R	***	Amo	U2	AN,R
Flying. Does 1 damage to you during upkeep. 3/4.						
<b>Silhouettes</b>	INS	U	**	Kfo	U4	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it						
<b>Siren's Call</b>	INS	U	***	Amo	U	A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
<b>Sleight of Mind</b>	INT	R	****	MPo	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one color word with another						
<b>Spectral Cloak</b>	EC	U	***	RAI	UU	LG
Target creature may not be targeted by spells or fast effects unless it is tapped						
<b>Spell Blast</b>	INT	C	****	BSn	UX	A,B,U,R,4TH
Counter target spell. X is casting cost of target spell						
<b>Stasis</b>	EN	R	***	Flo	U1	A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase						
<b>Steal Artifact</b>	EA	U	***	AWe	UU2	A,B,U,R,4TH
Take control of target artifact						
<b>Syrelune Priest</b>	SC	U	***	RSp	U1	FE
UU, T: Target creature may not be targeted by spells or effects until						

Return target creature to the hand of its owner. Discard enchantments on creature						
<b>Unsummon</b>	AS	C	***	DSh	U	A,B,U,R,4TH
Return target creature to the hand of its owner. Discard enchantments on creature						
<b>Venerian Gold</b>	EC	C	***	DGe	UUU	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep						
<b>Vesuvan Doppelganger</b>	SC	R	****	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 1/1						
<b>Vodalian Knights</b>	SC	R	****	SVC	UU1	FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2						
<b>Vodalian Mage</b>	SC	C	***	Muü	U2	FE
U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1						
<b>Vodalian Soldiers</b>	SC	C	**	MBe	U1	FE
Artists: MBe, RKE, JMe, SVC 1/2						
<b>Vodalian War Machine</b>	SC	R	***	AWe	UU1	FE
Tap target Merfolk you control to allow War Machine to attack until end of turn or give War Machine -2/-1 this turn. If War Machine goes to the graveyard, all Merfks tapped in this manner this turn are destroyed. 0/4						
<b>Volcanic Eruption</b>	SOR	R	***	DSh	UUUX	A,B,U,R,4TH
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed						
<b>Wall of Air</b>	SC	U	***	RTh	UU1	A,B,U,R,4TH
Flying. 1/5						
<b>Wall of Water</b>	SC	U	**	RTh	UU1	A,B,U,R,4TH
U +1/+0 0, 5						
<b>Water Elemental</b>	SC	U	**	JMe	UU3	A,B,U,R,4TH
4						
<b>Wall of Vapor</b>	SC	C	***	RTh	U3	LG
Cannot be damaged by creatures it blocks. 0/1						
<b>Wall of Wonder</b>	SC	U	**	RTh	UU2	LG
UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5						
<b>Water Worm</b>	SC	C	**	RSp	U	DK
Water Worm gains +0/+0 if opponent controls a water creature						
<b>Zephyr Falcon</b>	SC	C	***	Muü	U	1c,4TH
Flying. Does not tap to attack. 1/1						

•/• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Intangible	SC Summon Creature	U Unusually Abundant
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EH Enchantment	INS Instant	LAN Land	SOR Sorcery	





## players guide

Name Description Kind Rarity Rating Artist Cost Sets Found

### GREEN

Aisling Leprechaun SC C ● QHo G LG

All creatures blocking or blocked by Leprechaun become green. 1/1.

Arborea EW U ●● DGe G62 LG

If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.

Argothian Pixies SC C ●● AWo G1 AQ

Cannot be blocked by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.

Argothian Treefolk SC C ●● AWo G63 AQ

Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.

Aspect of Wolf EC R ●●● JMe G1 A,B,U,R,4TH

Increase target creature's power and toughness by half the number of forests caster has in play.

Avoid Fate INT C ● PFo G LG

Counter target interrupt or enchantment targeting a permanent you control.

Barbary Apes SC C ●● BWa G1 LG

2/2.

• Berserk INS U ●●●● DFr G A,B,U

Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.

Birds of Paradise SC R ●●●● MPo G A,B,U,R,4TH

Flying. T: Add one mana of any color to your mana pool. 0/1

Camouflage INS U ●● JMy G A,B,U

Place your attacking creatures face down and rearrange them.

Reveal them only after defense is chosen. Ignore illegal blocks

Carnivorous Plant SC C ●● QHo G3 DK,4TH

4/5.

Cal Warriors SC C ●●● MBe G61 LG

Forestwalk. 2/2.

• Channel SOR U ●● RTh GG A,B,U,R,4TH

Add 1 colorless mana to your pool for each life point you sacrifice.

Cranial Druid SC U ●● JMe G1 AQ

Add a +1/+1 counter whenever opponent casts an artifact. 1/1.

Cockatrice SC R ●●● DFr GG3 A,B,U,R,4TH

Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.

Cocoon EC U ●● MTe G LG

Put 3 counters on and top target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.

Concordant Crossroads EW R ●● AWo G LG

Creatures may attack or tap during the turn they are brought into play.

Crow Giant SC U ●●●● CRu G66G3 LG

Trample. Rampage. 2. 6/4

Crumble INS C ●●● JMy G AQ,R,4TH

Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost

Crow Wurm SC C ●● DGe G64 A,B,U,R,4TH

6/4.

Cyclone EN R ●● MTe G62 AN

Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.

Deadfall EN U ●● NTh G2 LG

Creatures with forestwalk may be blocked

Desert Twister SOR U ●●●● SVC G64 AN,R,4TH

Destroy any one card in play

Drop of Honey EN R ●● AMa G AN

Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures

Darkwood Bears SC C ●● MKG G4 LG,4TH

4/4

Elven Fortress EN C ●● Multi G FE

G1 Give target blocker +0/+1 until end of turn. Artists: RAJ, MPo

PVe, TWB

Elven Riders SC R ●● MBe G63 LG,4TH

Cannot be blocked except by walls and flying creatures. 3/3

Elves of Deep Shadow SC U ●● JMy G DK

T Add B to your mana pool and lose 1 life (play as an interrupt)

1/1

Elvish Archers SC R ●● AMa G1 A,B,U,R,4TH

First strike. Misprint: Alpha version listed power and toughness as 1/2 2/1

Emerald Dragonfly SC C ●● QHo G1 LG

Flying. GG: First strike until end of turn. 1/1

Elvish Farmer SC R ●● RKF G1 FE

Name Kind Rarity Rating Artist Cost Sets Found

Description

Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.

Elvish Hunter SC C ●●● Multi G1 FE

G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.

Elvish Scout SC C ●● Multi G FE

G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.

Erhnam Djinn SC R ●●● KMa G3 AN

Give forestwalk to an opponent's creature until next upkeep. 4/5.

Eureka SOR R ●●● KFo G62 LG

Both players may put a permanent from their hand directly in play.

Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.

Fastbond EN R ●● MPo G A,B,U,R,4TH

Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.

Feral Thallid SC U ●● RAJ GGG3 FE

Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3

Fire Sprites SC C ●● JBo G1 LG

Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.

Floral Spazzeem SC U ●● RAJ G3 FE

If Floral Spazzeem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.

Fog INS C ●● JMy G A,B,U,R,4TH

Creatures do not affect one another in combat

Force of Nature SC R ●●● DSh GGG2 A,B,U,R,4TH

Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.

Fungal Bloom EN R ●●● DGe GG FE

GG: Put a spore counter on target Fungus.

Fungusaur SC R ●● DGe G3 A,B,U,R,4TH

Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Gaea's Avenger SC R ●● PVe GG1 AQ

\*=number of artifacts opponent has in play. \*+1/\*+1.

Gaea's Liege SC R ●●●● DWI GGG3 A,B,U,R,4TH

T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. \*/\*.

Gaea's Touch EN C ●● MPo GG DK

You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).

Ghazban Ogre SC C ●● JMy G AN

During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.

Giant Badger SC R ●●● LDa GG1 BOOK

Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.

Giant Growth INS C ●●● Sev G A,B,U,R,4TH

Target creature gets +3/+3 until end of turn.

Giant Spider SC C ●●● Sev G3 A,B,U,R,4TH

Doesn't fly, but can block flying creatures. 2/4.

Name Kind Rarity Rating Artist Cost Sets Found

Description

All green creatures gain forestwalk.

Hornet Cobra SC C ●● Sev GG1 LG

First strike. 2/1.

Hurricane SOR U ●●● DWI GX A,B,U,R,4TH

Do X damage to all players and flying creatures.

Ice Storm SOR U ●● DFr G2 A,B,U

Destroy any one land.

Ichneumon Druid SC U ● MBe GG1 LG

Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.

Ifth-bill Efreit SC R ●● JMy G62 AN

Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3

Instill Energy EC U ●●● DWI G A,B,U,R,4TH

Untap target creature one extra time per turn; target may attack when it comes into play.

Ironroot Treefolk SC C ●● JMy G4 A,B,U,R,4TH

3/5.

Killer Bees SC R ●●●● PFo GG1 LG,4TH

Flying. G: Give Bees +1/+1 until end of turn. 0/1.

Kudzu EL R ● MPo GG1 A,B,U,R

When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.

Land Leeches SC C ●● QHo GG1 DK,4TH

First strike. 2/2.

Ley Druid SC U ●● Sev G2 A,B,U,R,4TH

T: Untap a land of your choice (play as an interrupt). 1/1.

Lifelore EN U ●●● DWI GG A,B,U,R,4TH

GG: Counter a block spell as it is being cast (play as an interrupt).

Lifelace INT R ● AWo G A,B,U,R,4TH

Changes the color of one card in play to green.

Living Artifact EA R ●● AMa G A,B,U,R,4TH

Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.

Living Lands EN R ●● JMy G3 A,B,U,R,4TH

Treat all forests in play as 1/1 creatures that can be tapped for G.

Living Plane EW R ●● BWa GG LG

Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.

Manawar Elves SC C ●●● AMa G A,B,U,R,4TH

T: Add G to your mana pool. Played as an interrupt. 1/1.

Lure EC U ●●●● AMa GG1 A,B,U,R,4TH

All creatures that can block target creature must do so.

Lurker SC R ●● AMa G2 DK

Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.

Marsh Viper SC C ●● RSp G3 DK,4TH

Opponent takes 2 poison counters when damaged by Viper.

Opponent loses whenever he or she has 10 or more poison counters. 1/2.

Master of the Hunt SC R ●●●● JMe G62 LG

GG2. Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.

Metamorphosis SOR C ● CRu G AN

Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.



CONQUER



ZURAN ORB

### Conquer & Zuran Orb

Orb: Is Ice Floe giving you a hard time? Take it with the long-awaited land-stealing spell, Conquer. If your opponent refuses to get rid of Conquer, sacrifice the stolen land to the Zuran Orb for a quick two life.

Giant Turtle SC C ● JMe GG1 LG

Giant Turtle may not attack if it did so during your last turn. 2/4

Glyph of Reincarnation INS C ●● SVC G LG

Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat

Grizzly Bears SC C ●● JMe G1 A,B,U,R,4TH

2/2

Hidden Path EN R ●●● RAJ GGG2 DK

Moss Monster SC C ●● JMy G62 LG

3/6

Nat's Asp SC C ●● CRu G AN,4TH

If Nat's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless it is paid. 1/1.

Natural Selection INS R ● MPo G A,B,U

Look at the top 3 cards of any library. You may then shuffle that library

Niall Silvain SC R ●● CRu GGG DK



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
GGGG, T: Regenerate target creature. 2/2.							Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2							creature goes to the graveyard, remove it from the game. 1/1.						
Night Soil	EN	C	***	Multi	GG	FE	Thelonite Druid	SC	U	****	MOK	G2	FE	Whirling Dervish	SC	U	****	SVC	GG	LG,4TH
T: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: Sev, Hhu, Dtu.							G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.							Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						
People of the Woods	SC	U	***	DTu	GG	DK	Thelonite Monk	SC	R	****	BWo	GG2	FE	Wild Growth	EL	C	**	MPo	G	A,B,U,R,4TH
*=number of forests controlled by controller of People of the Woods. 1/1.							T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.							Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Pixie Queen	SC	R	***	QHo	GG2	LG	Thelon's Chant	EN	U	***	MBE	GG1	FE	Willow Satyr	SC	R	**	JMe	GG2	LG
GGG, T: Give target creature flying until end of turn. 1/1.							Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.							T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Powerleech	EN	U	***	CRu	GG	AQ	Thelon's Curse	EN	R	***	PVe	GG	FE	Winter Blast	SOR	R	****	KFo	GX	LG,4TH
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.							Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to							Top X target creatures. Do 2 damage to each target creature with flying.						
Pradesh Gypsies	SC	U	**	QHo	G2	LG,4TH								Wolverine Pack	SC	C	**	JMe	GG2	LG
G1, T: Give target creature -2/-0 until end of turn. 1/1.														Rampage: 2. 2/4.						
Rabid Wombat	SC	U	***	KFo	GG2	LG														
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.																				
Radian Spirit	SC	U	****	CRu	G3	LG,4TH														
T: Target creature loses flying ability until turn ends. 3/2.																				
Rebirth	SOR	R	**	MTe	GGG3	LG,4TH														
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante																				
Regeneration	EC	C	****	QHo	G1	A,B,U,R,4TH														
G: Target creature regenerates																				
Regrowth	SOR	U	****	DWt	G1	A,B,U,R														
Bring a card from your graveyard into your hand.																				
Reincarnation	INS	U	***	EBe	GG1	LG														
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.																				
Revelation	EW	R	**	KFo	G	LG														
Play with all cards in hand face up.																				
Rust	INT	C	**	LDa	G	LG														
Counter target artifact effect that requires an activation cost																				
Sandstorm	INS	C	**	BSn	G	AN,4TH														
Do 1 damage to all attacking creatures																				
Savaen Elves	SC	C	**	RSp	G	DK														
GG, T: Destroy target enchant land. 1/1.																				
Scarwood Bandits	SC	R	****	MPo	GG2	DK														
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.																				
Scarwood Hag	SC	U	***	AMa	G1	DK														
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.																				
Scavenger Folk	SC	C	***	DDe	G	DK														
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.																				
Scrib Sprites	SC	C	****	AWe	G	A,B,U,R,4TH														
Flying. 1/1.																				
Shanodin Dryads	SC	C	****	AMa	G	A,B,U,R,4TH														
Forestwalk. 1/1																				
Shelkin Brownie	SC	C	*	DSh	G1	LE														
T: Remove the banding ability from target creature until end of turn. 1/1.																				
Singing Tree	SC	R	****	RAI	G3	AN														
T: Reduce attacking creature's power to 0 until end of turn. 0/3																				
Spitting Slug	SC	U	**	AMa	GG1	DK														
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4																				
Spore Cloud	INS	C	****	Multi	GG1	FE														
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe																				
Spore Flower	SC	U	***	MOK	GG	FE														
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1																				
Storm Seeker	INS	U	****	MPo	G3	LG														
Do 1 point of damage to opponent for every card he or she has in hand.																				
Stream of Life	SOR	C	****	MPo	GX	A,B,U,R,4TH														
Target player gains X life.																				
Subdue	INS	C	**	BSn	G	LG														
Target creature deals no damage. It gains X toughness, where X equals its casting cost.																				
Sylvan Library	EN	U	****	HMc	G1	LG,4TH														
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.																				
Sylvan Paradise	INS	U	**	RAF	G	LG														
Change the color of one or more target creatures to green until end of turn																				
Thallid	SC	C	***	Multi	G	FE														
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.																				
Thallid Devourer	SC	U	**	RSp	GG1	FE														



SERAPH



BATTLE CRY

**Seraph & Battle Cry:** Seraph is Ice Age's replacement for the Serra Angel—and it's nasty! For a real kick, attack with the Seraph, then use Battle Cry during your opponent's turn to block one of your opponent's small/medium-sized creatures Surprise!

## MULTICOLORED

• Adun Oakenshield	SC	R	****	JMe	BGR	LG
GRB, T: Take a creature from your graveyard into your hand. 1/2						
• Angus Mackenzie	SC	R	***	BWo	UG	LG
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2						
• Arcades Sabbath	SC	R	****	EBe	UUGWW2	LG
Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7						
• Axelrod Gunnarson	SC	R	****	SKt	BBRR	LG
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5						
• Ayesha Tanaka	SC	R	***	BWo	UUWW	LG
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2						
• Barktooth Warbeard	SC	U	**	ARu	BBR4	LG
6/5						
• Bartel Runeaxe	SC	R	***	ARu	BGR3	LG
Cannot be target of enchant creature spells. Does not tap to attack. 6/5						
• Boris Devilboon	SC	R	***	JMy	BR3	LG
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2						
• Chromium	SC	R	***	EBe	BBUUWW2	LG
Flying, rampage 2. Pay BUW during upkeep or bury Chromium. 7/7						
• Dakkon Blackblade	SC	R	****	RKF	BBUUW2	LG
* equals the number of lands you control. 7/7						
• Dark Heart of the Wood	EN	C	***	CRu	BG	DK
Sacrifice a forest to gain 3 life						
• Gabriel Angelfire	SC	R	**	DGe	GGWW3	LG
During upkeep, Angelfire gains either flying, first strike, trample, or rampage. 3 until your next upkeep. 4, 4						
• Gosta Dirk	SC	R	***	RTh	UUWW3	LG
First strike. Can block islandwalking creatures. 4/4						

• Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Affect

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
WS Instant

INT Intercept  
LAH Land

SC Summon Creature  
SOR Sorcery

J Comprehensive Upkeep



## players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
• <b>Gwendlyn Di Corei</b> T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SC	R	★★★★	JBa	BBUR	LG
• <b>Halfdane</b> Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SC	R	★★★★	MBe	BUW1	LG
• <b>Hazezon Tamar</b> On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SC	R	★★★★	RKF	GRW4	LG
• <b>Hunding Gjornersen</b> Rampage: 1. 5/4.	SC	U	★★	RTh	UU13	LG
• <b>Jacques le Veri</b> Make all your green creatures +0/+2. 3/2.	SC	R	★★★★	ARu	GRW1	LG
• <b>Jasmine Boreal</b> 4/5.	SC	U	★★	RKF	GW3	LG
• <b>Jedri Ojanen</b> 5/5.	SC	U	★★	MPo	UWW4	LG
• <b>Jerrard of the Closed Fist</b> 6/5.	SC	U	★★	ARu	GG1	LG
• <b>Johan</b> If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SC	R	★★★★	MTe	GRW3	LG
• <b>Kasimir the Lone Wolf</b> 5/3.	SC	U	★★	RKF	UW4	LG
• <b>Kei Takahashi</b> T: Prevent up to 2 damage to target creature. 2/2.	SC	R	★★	SKJ	GW2	LG
• <b>Lady Caleria</b> T: Do 3 damage to target attacking or blocking creature. 3/6.	SC	R	★★★★	BWa	GGWW3	LG
• <b>Lady Evangela</b> BW. T: Target creature deals no damage this turn during combat. 1/2.	SC	R	★★	MPo	BUW	LG
• <b>Lady of the Mountain</b> 5/5.	SC	U	★★	RKF	GR4	LG
• <b>Lady Orca</b> 7/4.	SC	U	★★	SeV	BR5	LG
• <b>Livanya Silone</b> First strike, legendary landwalk. 4/4.	SC	R	★★	RKF	GGRR2	LG
• <b>Lord Magnus</b> First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SC	U	★★	MTe	GWW3	LG
• <b>Marhaull Elsdragon</b> Rampage: 1. 4/6.	SC	U	★★	MPo	GGRR3	LG
• <b>Marsh Goblins</b> Swampwalk. 1/1.	SC	C	★★	QHo	BR	DK
• <b>Nebuchadnezzar</b> Pay X. T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.	SC	R	★★★★	RKF	BU3	LG
• <b>Nicol Bolos</b> Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.	SC	R	★★★★	EBe	BBUUR2	LE
• <b>Palladio-Mars</b> Flying, trample. Pay WGR during upkeep or bury Palladio-Mars. 7/7.	SC	R	★★	EBe	GGRRWW2	LG
• <b>Pavel Maliki</b> BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SC	U	★★	ARu	BR4	LG
• <b>Princess Lucrezia</b> T: Add U to your mana pool (play as an interrupt). 5/4.	SC	U	★★	SeV	BUU3	LG
• <b>Ragnar</b> UGW. T: Regenerate target creature. 2/2.	SC	R	★★	MBe	BGW	LG
• <b>Ramirez DePietro</b> First strike. 4/3.	SC	U	★★	Pfo	BBU3	LG
• <b>Ramises Overdark</b> T: Destroy a target creature with an enchantment on it. 4/3.	SC	R	★★	RKF	BBU2	LG
• <b>Raspurin Dreamweaver</b> Put 7 counters on Raspurin when put in play. Remove a counter to prevent 1 damage to Raspurin or add 1 to your mana pool (play as an interrupt). Add a counter to Raspurin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Raspurin. 4/1.	SC	R	★★	ARu	UW4	LG
• <b>Riven Turnbull</b> T: Add B to your mana pool (play as an interrupt). 5/7.	SC	U	★★	RKF	BU5	LG
• <b>Rohgath of Kher Keep</b> All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgath and all Kobolds are tapped and enter opponent's control. 5/5.	SC	R	★★	EBe	BBRR2	LG
• <b>Rubinia Soulsinger</b> T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes	SC	R	★★★★	RAJ	UGW2	LG

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.	SC	C	★★	RSp	GR	DK
• <b>Scarwood Goblins</b> 2/2.	SC	C	★★	ARu	GW4	LG
• <b>Sir Shandalar of Eberyn</b> 4/7.	SC	U	★★	NTh	BU5	LG
• <b>Siviri Scarzam</b> 6/4.	SC	U	★★	NTh	BU5	LG
• <b>Solkimar Swamp King</b> Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R	★★★★	RKF	BUR2	LG
• <b>Stang</b> Put Stang Twin taken in play when casting Stang. Stang Twin taken is a 3/4 green and red legend. Remove Stang Twin taken from game if Stang leaves play. 3/4.	SC	R	★★★★	MPo	GR4	LG
• <b>Sunastion Falconer</b> T: Add 2 to your mana pool. 4/4.	SC	U	★★	CRu	GR3	LG
• <b>Tetsuo Umezawa</b> BUR. T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SC	R	★★★★	JBa	BUR	LG
• <b>Tobias Andrian</b> 4/4.	SC	U	★★	ARu	UW3	LG
• <b>Tar Wauki</b> T: Do 2 damage to attacking or blocking creature. 3/3.	SC	U	★★	RAF	BBR2	LG
• <b>Torsten Von Ursus</b> 5/5.	SC	U	★★	MPo	GGW3	LG
• <b>Tukin Deathlock</b> Flying. GR. T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	★★★★	LDa	GGRR	LG
• <b>Ur-Drago</b> First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	★★	CRu	BBU3	LG
• <b>Vaeivictis Asmadi</b> Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeivictis Asmadi. 7/7.	SC	R	★★	ARu	BBRRGG2	LG
• <b>Xira Arien</b> Flying. GRB. T: Make target player draw a card. 1/2.	SC	R	★★	MBe	BRG	LG

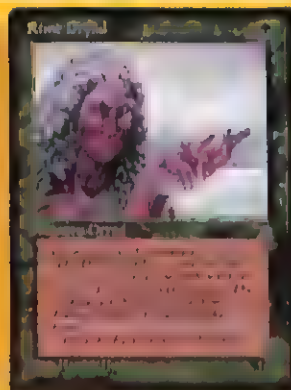
## RED

• <b>Active Volcano</b> Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	★★	BSn	R	LG
• <b>Azathi Berserker</b> Rampage: 3. 2/4.	SC	U	★★	MBe	RRR2	LG
• <b>Aladdin</b> RR1: Steal artifact. 1/1.	SC	R	★★★★	JBa	RR2	AN
• <b>Ali Baba</b> R: Tap a wall. 1/1.	SC	R	★★	JBa	R	AN,4TH
• <b>Ali from Cairo</b> You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	★★★★	MPo	RR2	AN
• <b>Artifact Blast</b> Counter any artifact as it is being cast.	INT	C	★★	MPo	R	AQ
• <b>Atog</b> O: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	★★	JMy	R1	AQ,R
• <b>Backdraft</b> Do half the damage (round down) done by one sorcery to the sorcery's caster.	INS	U	★★	BSn	R1	LG
• <b>Bolt Lightning</b> Trample. Bolt Lightning may attack in the turn in which it is summoned. Bury Bolt Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	★★★★	QHo	RRR	DK,4TH
• <b>Beasts of Bogardan</b> Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.	SC	U	★★	DGe	R4	LG
• <b>Bird Maiden</b> Flying. 1/2.	SC	C	★★	JMa	R2	AN,4TH
• <b>Blazing Effigy</b> When placed in the graveyard from play, Blazing Effigy does 3	SC	C	★★	SVC	R1	LG

damage to target creature. 0/3.	INS	U	★★★★	AMa	R1	LG,4TH
• <b>Blood Lust</b> Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.	INS	U	★★★★	AMa	R1	LG,4TH
• <b>Blood Moon</b> Turn all non-basic lands into basic mountains while Blood Moon is in play.	EN	R	★★★★	TWb	R2	DK
• <b>Brassclaw Orcs</b> Cannot be assigned to block creatures of power greater than 1. Artists: RAJ (two versions), Dfr, Hfu. 3/2.	SC	C	★★	MuH	R2	FE
• <b>Brothers of Fire</b> RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.	SC	U	★★	MTe	RR1	DK,4TH
• <b>Brute, The</b> Target creature gains +1/+0. RRR: Regenerates.	EC	C	★★	MPo	R1	LG,4TH
• <b>Burrowing</b> Target creature gains mountainwalk.	EC	C	★★	MPo	R	A,B,U,R,4TH
• <b>Cave People</b> Cave People get +1/2 until end of turn when they are declared an attacker. RR1. T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	★★	DTu	RR1	DK,4TH
• <b>Caverns of Despair</b> No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.	EN	R	★★	HMx	RR2	LG
• <b>Chain Lightning</b> Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.	SOR	C	★★	SeV	R	LG
• <b>Chaoslace</b> Changes the color of a card being played or in play to red.	INT	R	★★	DWi	R	A,B,U,R,4TH
• <b>Crevasse</b> Creatures with mountainwalk may be blocked.	EN	U	★★	RAJ	R2	LG
• <b>Crimson Kobolds</b> Crimson Kobolds are red creatures. 0/1.	SC	C	★★	AMa	0	LG
• <b>Crimson Manticores</b> Flying. R. T: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	★★★★	DGe	RR2	LG,4TH
• <b>Crookshank Kobolds</b> Crookshank Kobolds are red creatures. 0/1.	SC	C	★★	CRu	0	LG
• <b>Desert Nomads</b> Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	★★	CRu	R2	AN
• <b>Detonate</b> Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.	SOR	U	★★	RAF	RX	AQ,4TH
• <b>Disharmony</b> Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	★★	BWa	R2	LG
• <b>Disintegrate</b> Do X damage to a target. If target dies this turn, it is removed from game.	SOR	C	★★★★	AMa	RX	A,B,U,R,4TH
• <b>Dwarven Song</b> Change the color of any number of target creatures to red until end of turn.	INS	U	★★	Dfr	R	LG
• <b>Dragon Whelp</b> Flying. R: +1/+0, if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	★★★★	AWe	RR2	A,B,U,R,4TH
• <b>Dwarven Armorer</b> R. T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	★★★★	BWa	R	FE
• <b>Dwarven Catapult</b> Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	★★	JMa	RX	FE
• <b>Dwarven Demolition Team</b> T: Destroy a wall.	SC	U	★★	KBr	R2	A,B,U
• <b>Dwarven Lieutenant</b> R1 Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	★★	JMa	RR	FE



INFINITE HOURGLASS



RIME DRYAD

## Infinite Hourglass &amp; Rime Dryad:

Weenie hordes unite! The Infinite Hourglass may affect everybody, but you'll benefit more if you've got lots of creatures. Load up with cheap creatures like the Rime Dryad and make 'em all bigger with the Hourglass. Just beware of spells that can wipe out your creatures, or you'll find yourself paying to keep the Hourglass at bay.



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Dwarven Soldier</b> If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	••	DSh	R1	FE	<b>Goblin Balloon Brigade</b> each time you cast an artifact. 1/1.	SC	U	•••	ARu	R	A,B,U,R,4TH	<b>Keldon Warlord</b> Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.	SC	U	•••	KBr	RR2	A,B,U,R,4TH
<b>Dwarven Weaponsmith</b> T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	•••	MPo	R1	AQ,R	<b>Goblin Caves</b> If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	•••	DTu	RR1	DK	<b>Kird Ape</b> Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	•••	KMe	R	AN,R
<b>Dwarven Warriors</b> T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	•••••	DSh	R2	A,B,U,R,4TH	<b>Goblin Chirurgeon</b> Sacrifice a Goblin to regenerate a creature. Artists: Pfo, Dfr, DGe. 0/2.	SC	R	•••	MuR	R	FE	<b>Kobold Drill Sergeant</b> Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	••	JBa	R1	LG
<b>Earth Elemental</b> 4/5.	SC	U	•••	Dfr	RR3	A,B,U,R,4TH	<b>Goblin Digging Team</b> T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	••	RSp	R	DK	<b>Kobold Overlord</b> First strike. Give all your Kobolds first strike. 1/2.	SC	R	••	JBa	R1	LG
<b>Earthbind</b> Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	•••	QHo	R	A,B,U,R	<b>Goblin Flotilla</b> Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	•••	TWb	R2	FE	<b>Kobold Taskmaster</b> Give all your Kobolds +1/+0.	SC	U	••	RAF	R1	LG
<b>Earthquake</b> Do X damage to all players and non-flying creatures in play.	SOR	R	•••	Dfr	RK	A,B,U,R,4TH	<b>Goblin Grenade</b> Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp. 2/2.	SOR	C	•••	MuR	R	FE	<b>Kobolds of Kher Keep</b> 0/1.	SC	C	•	JBa	O	LG
<b>Eternal Flame</b> damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	•	MPo	RR1	DK	<b>Goblin Hero</b> 2/2.	SC	C	••	MTe	R2	DK	<b>Land's Edge</b> Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	••	BSn	RR1	LG
<b>Eternal Warrior</b> Target creature does not tap to attack.	EC	U	••••	AMa	R	LG,4TH	<b>Goblin King</b> While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	•••	JMy	R1	A,B,U,R,4TH	<b>Lightning Bolt</b> Do 3 damage to one target.	INS	C	•••••	CRu	R	A,B,U,R,4TH
<b>Falling Star</b> From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	•••	DSh	R2	LG	<b>Goblin Kites</b> R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	••	AMa	R1	FE	<b>Magnetic Mountain</b> To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	SC	R	•••	SVC	RR1	AN,R,4TH
<b>False Orders</b> Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	••••	AMe	R	A,B,U	<b>Goblin Rock Sled</b> Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	••	DDa	R1	DK,4TH	<b>Mona Clash</b> Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	••	MTe	R	DK,4TH
<b>Faint</b> Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	••	BSn	R	LG	<b>Goblin Shrine</b> If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	•••	RSp	RR1	DK	<b>Mona Flare</b> Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	••••	CRu	R2	A,B,U,R,4TH
							<b>Goblin War Drums</b> Each attacking creature you control may not be blocked with fewer	EN	C	•••••	MuR	R2	FE	<b>Monobombs</b> Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	••	CRu	R3	A,B,U,R,4TH



FYNDHORN ELDER



FOLK OF THE PINES

**Fyndhorn Elder & Folk of the Pines:** As if green wasn't fast enough, now there's the Fyndhorn Elder. Double the fun of Llanowar Elves, this super-mano creature is guaranteed to help you get out big creatures like Scaled Wurm in no time. The Elder is also very useful for pumping up creatures like Folk of the Pines, the stand-in for Treefolk.

<b>Fire Drake</b> Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	••	CRu	RR1	DK
<b>Fire Elemental</b> 5/4.	SC	U	•••	MBa	RR3	A,B,U,R,4TH
<b>Fireball</b> Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first (round down). 1/1.	SOR	C	••••	MTe	RK	A,B,U,R,4TH
<b>Firebreathing</b> R: +1/+0.	EC	C	••••	Dfr	R	A,B,U,R,4TH
<b>Firestorm Phoenix</b> Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	••••	JMa	RR4	LG
<b>Fissure</b> Bury target land or creature.	INS	C	••••	DSh	RR3	DK,4TH
<b>Flashfires</b> Destroy all plains in play.	SOR	U	••••	DWf	R3	A,B,U,R,4TH
<b>Fork</b> Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	•••••	AWe	RR	A,B,U,R
<b>Frost Giant</b> Rampage: 2, 4/4.	SC	U	••	DGe	RRR3	LG
<b>Giant Strength</b> Make target creature +2/+2.	EC	C	••••	JHo	RR	LG,4TH
<b>Glyph of Destruction</b> Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	••	SVC	R	LG
<b>Goblin Artisans</b> If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for	SC	U	••	JBa	R	AQ

<b>Goblin Warrens</b> R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	••••	Dfr	R2	FE
<b>Goblin Wizard</b> T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	•••	DGe	RR2	DK
<b>Goblins of the Flag</b> Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves 1/1.	SC	C	•••	TWb	R	DK
<b>Granite Gargoyle</b> Flying. R: +0/+1 2/2.	SC	R	•••	CRu	R2	A,B,U,R
<b>Gravity Sphere</b> All creatures lose flying ability.	EW	R	•••••	BSn	R2	LG
<b>Gray Ogre</b> 2/2.	SC	C	••	Dfr	R2	A,B,U,R,4TH
<b>Hill Giant</b> 3/3.	SC	C	••	Dfr	R3	A,B,U,R,4TH
<b>Hurlcon Minotaur</b> 2/3.	SC	C	••	AMa	RR1	A,B,U,R,4TH
<b>Hurr Jackal</b> T: Prevent creature from regenerating this turn. 1/1.	SC	C	•••	DTu	R	AN,4TH
<b>Hyperion Blacksmith</b> T: Tap or untap target artifact opponent controls. 2/2.	SC	U	•••	Dfr	RR1	LG
<b>Immolation</b> Make target creature +2/+2.	EC	C	••••	SKi	R	LG,4TH
<b>Inferno</b> Do 6 damage to all players and all creatures.	INS	R	•••	RAF	RR5	DK,4TH
<b>Ironclaw Orcs</b> May only block creatures of power equaling 1 or less. 2/2.	SC	C	•	AMa	R1	A,B,U,4TH

<b>Orcish Spy</b> T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVo. 1/1.	SC	C	••••	MuR	R	FE
<b>Orcish Veteran</b> Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBa, Dfr, QHo, DSh. 2/2.	SC	C	•••	MuR	R2	FE
<b>Orrg</b> Trample. Orrg can not attack if opponent controls an untapped creature with power greater than 2. Orrg cannot block creature of power greater than 2. 6/6.	SC	R	•••	DGe	RR3	FE
<b>Power Surge</b> Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	•••••	DSh	RR	A,B,U,R,4TH
<b>Primordial Ooze</b> Must attack whenever possible. Add a +1/+1 counter as you upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	••	SEv	R	LG
<b>Pyrotechnics</b> Do 4 damage divided any way among any number of targets.	SOR	C	••••	AMa	R4	LG,4TH
<b>Quarum Trench Gnomes</b> T: Target plains produce 1 instead of W until end of game. 1/1.	SC	R	•••	Dfr	R3	LG
<b>Raging Bull</b> 2/2.	SC	C	••	RAF	R2	LG
<b>Raging River</b> While attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	•••	SEv	RR	A,B,U
<b>Raiding Party</b> Raiding Party may not be targeted by white spells or effects. Sacrifice on Orc to destroy all plains. Any player may tap a white creature to	EN	U	•••	QHo	R2	FE

R Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature	CJ Cumulation Upkeep
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	





# players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.

**Red Elemental Blast** INT C \*\*\*\*\* Rth R A,B,U,R,4TH  
Counter a blue spell being cast or destroy a blue card in play.  
Misprint: Alpha version listed type as Instant.

**Roc of Kher Ridges** SC R \*\*\*\*\* ARu R3 A,B,U,R  
Flying, 3/3.

**Rock Hydra** SC R \*\*\* JMe R A,B,U,R  
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0

**Rukh Egg** SC C \*\*\*\*\* CRu R3 AN  
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.

**Sedge Troll** SC R \*\*\* DFr R2 A,B,U,R  
B. Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.

**Shatter** INS C \*\*\*\*\* AWo R1 A,B,U,R,4TH  
Destroy target artifact.

**Shatterstorm** SOR R \*\*\* MPo RR2 AQ,R  
Bury all artifacts in play. Artifact creatures may not be regenerated.

**Shivan Dragon** SC R \*\*\*\*\* MBe RR4 A,B,U,R,4TH  
Flying, R: +1/+0. 5/5.

**Sisters of the Flame** SC U \*\*\* JMy RR1 DK,4TH  
T: Add R to your mana pool (play as an interrupt). 2/2.

**Smoke** EN R \*\*\* JMy RR A,B,U,R,4TH  
Each player may only untap one creature during untap phase.

**Spinal Villain** SC R \*\*\* Ama R2 LG  
T: Destroy target blue creature. 1/2.

**Stone Giant** SC U \*\*\* DWI RR2 A,B,U,R,4TH  
T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn 3/4

**Stone Rain** SOR C \*\*\* DGa R2 A,B,U,R,4TH  
Destroy any one land.

**Storm World** EW R \*\* CRu R LG  
Do 1 damage to any player for each card below 4 in hand during upkeep.

**Tempest Ereet** SC R \* Nth RRR1 LG,4TH  
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Ereet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Ereet in caster's graveyard. 3/3

**Tunnel** SOR U \*\* DFr R A,B,U,R,4TH  
Bury one wall.

**Two-Headed Giant of Forays** SC R \*\*\*\* Ama R4 A,B,U  
Trample. May block two creatures in combat 4/4.

**Uthden Troll** SC U \*\*\*\* DSh R2 A,B,U,R,4TH  
R: Regenerates. 2/2.

**Wall of Dust** SC U \*\* Rth R2 LG,4TH  
Creatures blocked by Wall may not attack during opponent's next turn. 1/4

**Wall of Earth** SC C \*\*\*\*\* Rth R1 A,B,U,R,4TH  
0/6

**Wall of Fire** SC U \*\*\* Rth RR1 A,B,U,R,4TH  
R: +1/+0. 0/5

**Wall of Heat** SC C \*\*\* Rth R2 A,B,U,R,4TH  
2/6

**Wall of Opposition** SC R \*\*\* HMc RR3 LG  
1. +1/+0 until end of turn. 0/6

**Wall of Stone** SC U \*\*\* DFr RR1 A,B,U,R,4TH  
0/8.

**Wheel of Fortune** SOR R \*\*\*\*\* DGa R2 A,B,U,R  
All players must discard their hands and draw seven new cards.

**Windseeker Contour** SC R \*\*\* Ama RR1 BOOK  
Does not tap to attack. 2/2

**Winds of Change** SOR U \*\*\* JHa R LG,4TH  
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.

**Ydwen Ereet** SC R \* DTu RRR AN  
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Ereet blocks. 3/6

## WHITE

**Abu Ja'far** SC R \*\*\*\* KMe W AN  
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1

**Akron Legionnaire** SC R \* MPo WW6 LG  
Of your non-artifact creatures, only Akron Legionnaire may attack.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
8/4.						
<b>Alabaster Potion</b>	INS	C	*****	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
<b>Amrou Kithkin</b>	SC	C	**	DHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
<b>Angelic Voices</b>	EN	R	***	JBa	WW2	LG
Give all your creatures +1/+1 if you control only white or artifact creatures.						



MERIEKE RI BERIT



NORRIT

**Angry Mob** SC U \*\*\*\* DFr WW2 DK,4TH  
Trample. During Angry Mob's controller's turn, "total number of swamps all opponents control. Otherwise, "=0. 2+\*/2+."

**Animale Wall** EC R \*\*\* DFr W A,B,U,R,4TH  
Target wall may now attack.

**Argivian Archaeologist** SC R \*\*\*\*\* AWo WW1 AQ  
2. T: Bring an artifact from your graveyard to your hand. 1/1.

**Argivian Blacksmith** SC C \*\* KKa WW1 AQ  
T: Negate 2 damage to target artifact creature. 2/2.

**Armageddon** SOR R \*\*\*\*\* JMy W3 A,B,U,R,4TH  
Destroy all lands in play.

**Army of Allah** INS C \*\*\*\*\* BSn WW1 AN  
+2/+0 to all attacking creatures until end of turn.

**Artifact Ward** EC C \*\* DSh W AQ  
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.

**Balance** SOR R \*\*\*\*\* MPo W1 A,B,U,R,4TH  
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.

**Benalish Hero** SC C \*\*\* DSh W A,B,U,R,4TH  
Bands. 1/1.

**Black Ward** EC U \*\*\*\* DFr W A,B,U,R,4TH  
Target creature gains protection from black.

**Blaze of Glory** INS R \*\*\* Rth W A,B,U  
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.

**Blessing** EC R \*\*\*\*\* JBa WW A,B,U,R,4TH  
W: +1/+1

**Blood of the Martyr** INS U \* CRu WWW DK  
Until end of turn, you may redirect damage done to your creatures to yourself instead.

**Blue Ward** EC U \*\*\* DFr W A,B,U,R,4TH  
Target creature gains protection from blue.

**Brimwash** EC C \*\* PVo W DK,4TH  
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.

**Camel** SC C \* Sev W AN  
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1

**Castle** EN U \*\*\* DWI W3 A,B,U,R,4TH  
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.

**Circle of Protection: Artifacts** EN U \*\*\*\*\* PVo W1 A,B,U,R,4TH  
2. Prevent all damage against you from an artifact source.

**Circle of Protection: Black** EN C \*\*\*\*\* JMy W1 A,B,U,R,4TH  
1. Prevent all damage to you from one black source.

**Circle of Protection: Blue** EN C \*\*\* DWI W1 A,B,U,R,4TH  
1. Prevent all damage to you from one blue source.

**Circle of Protection: Green** EN C \*\*\* Sev W1 A,B,U,R,4TH  
1. Prevent all damage to you from one green source.

**Circle of Protection: Red** EN C \*\*\*\*\* MTe W1 A,B,U,R,4TH  
1. Prevent all damage to you from one red source.

**Circle of Protection: White** EN C \*\*\* DSh W1 A,B,U,R,4TH  
1. Prevent all damage to you from one white source.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Cleanse</b>	SOR	R	****	PVo	WW2	LG
Destroy all black creatures in play.						
<b>Cleansing</b>	SOR	R	***	PVo	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
<b>Clergy of the Holy Nimbus</b>	SC	C	**	DHo	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
<b>Combat Medic</b>	SC	C	****	Multi	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa,						

## Merieke Ri Berit & Norritt

Well, here's something the Norritt can do that his discont'd friend Norritt Imp can't. Tap Merieke to steal a creature. Unfortunately, she doesn't untap during your untap phase—but the Norritt can untap her! Once she does, the poor stolen creature is buried and Merieke is ready for action again.

**AMA, SVC, 0/2.**

**Consecrate Land** EL U \*\*\*\* JMe W A,B,U  
Target land is immune from all effects that would destroy it.

**Conversion** EN U \*\*\*\*\* JMy WW2 ABUR,4TH  
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.

**Crusade** EN R \*\*\*\*\* MPo WWABUR,4TH  
All white creatures gain +1/+1.

**D'Avenant Archer** SC C \*\*\* DSh W2 LG  
T: Do 1 damage to attacking or blocking creature. 1/2.

**Damping Field** EN U \* JHa W2 AQ  
No one may untap more than one artifact in each of his or her own untap phases.

**Death Ward** INS C \*\*\*\*\* MPo W A,B,U,R,4TH  
Regenerates target creature.

**Divine Intervention** EN R \*\*\* AWo WW6 LG  
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.

**Divine Offering** INS C \*\*\*\*\* JMe W1 LG  
Destroy target artifact, gaining life equaling casting cost of artifact.

**Divine Transformation** EC R \*\*\*\*\* Nth WW2 LG,4TH  
Give target creature +3/+3.

**Dust to Dust** SOR C \*\*\* DTu WW1 DK  
Remove any two target artifacts from the game.

**Elder Land Wurm** SC R \*\*\* DHo WW4 LG,4TH  
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.

**Enchanted Being** SC C \* DSh WW1 LG  
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.

**Equinox** EL C \*\* SVC W LG  
Tap target land to counter a spell that destroys your land (play as an interrupt).

**Exorcist** SC R \*\*\* DTu WW DK  
W1, T: Destroy target black creature. 1/1

**Eye for an Eye** INS R \*\*\*\*\* MPo WW AN,R,4TH  
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.

**Farmland** EL R \* MPo WWW ABUR,4TH  
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.

**Farrel's Mantle** EC U \*\*\* AWo W2 FE  
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.

**Farrel's Zealot** SC C \*\* Multi WW1 FE  
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2

**Farrelite Priest** SC U \*\*\* PVo W2 FE  
1. Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3

**Fasting** EN U \*\* DSh W DK  
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.

**Festival** INS C \*\* MPo W DK









## players guide

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
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POLAR KRAKEN



ICE FLOE

War Elephant	SC	C	----	KBi	W3		AN
Bands, trample. 2/2.							
White Knight	SC	U	----	DGe	WW		AB,UR,4TH
Protection from black, first strike. 2/2							
White Ward	EC	U	---	DFr	W		AB,UR,4TH
Target creature gains protection from white.							
Witch Hunter	SC	R	----	JMy	WW2		DK
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.							
Wrath of God	INS	R	----	QHo	WW2		AB,UR,4TH
Bury all creatures in play.							

## LANDS

Adventurers' Guildhouse	LAN	U	•	TWa			LG
All your green legends may band with other legends.							
Arena	LAN	R	----	RAI			BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.							
Badlands	LAN	R	----	RAI			AB,UR
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.							
Bayou	LAN	R	----	JMy			AB,UR
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.							
Bazaar of Baghdad	LAN	R	••	JMe			AN
T: Draw 2 cards from your library, immediately discard 3 cards from your hand.							
Bottomless Vault	LAN	R	---	PMo			FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.							
Cathedral of Serra	LAN	U	•	MPa			LG
All your white legends may band with other legends.							
City of Brass	LAN	R	----	MTe			AN
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.							
City of Shadows	LAN	R	••	TWa			DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows on an Island.							
Desert	LAN	C	---	JMy			AN
T: Add 1 T. Do 1 damage to any attacking creature after it deals damage.							
Diamond Valley	LAN	R	----	BSn			AN
T: Sacrifice a creature to gain life equal to its toughness.							
Dwarven Hold	LAN	R	---	PMo			FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.							
Dwarven Ruins	LAN	U	•	MPa			FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.							
Ebon Stronghold	LAN	U	•	MPa			FE

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.							
Elephant Graveyard	LAN	R	----	RAI			AN
T: Add 1 T. Regenerate an Elephant or Mammoth.							
Forest	LAN	C	---	CRu			AB,UR,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.							
Hammerheim	LAN	U	----	BWa			LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.							
Havenwood Battleground	LAN	U	•	MPa			FE

**Polar Kraken & Ice Floe:** 11/11? That's right...they just keep getting bigger. It's great to have one of these puppies on your side, but it's also good to be prepared if they're played against you. Ice Floe is a great neutralizer for those nasties. Just stuff 'em under the Floe and watch 'em gasp for air.

Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.							
Hollow Trees	LAN	R	---	PMo			FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.							
Isolation Store	LAN	R	---	PMo			FE
Comes into play tapped. You may leave Isolation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.							
Island	LAN	R	---	MPa			AB,UR,4TH
T: Add U to your mana pool.							
Island of Wak-Wak	LAN	R	----	DSH			AN
T: Reduce the power of one flying creature to 0 until end of turn.							
Karakas	LAN	U	----	NLe			LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.							
Library of Alexandria	LAN	R	----	MPa			AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.							
Maze of Ith	LAN	U	----	AMA			DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.							
Mishra's Factory	LAN	U	----	KFo, Pfo			AQ, 4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.							
Mishra's Workshop	LAN	R	---	KFo			AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.							
Mountain	LAN	C	---	DSH			AB,UR,4TH,AN
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.							
Mountain Stronghold	LAN	U	•	TWa			LG
All your red legends may band with other legends.							
Oasis	LAN	R	---	BSn			AN, 4TH
T: Negate 1 damage to any creature.							
Pendelhaven	LAN	U	----	BWa			LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.							
Plains	LAN	C	---	JMy			AB,UR,4TH
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.							
Plateau	LAN	R	----	DTu			AB,UR
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.							
Rainbow Vale	LAN	R	---	KFo			FE
T: Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.							
Ruins of Trokair	LAN	U	•	MPa			FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.							
Safe Haven	LAN	R	----	CRu			DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures that has removed from game to play. Treat these creatures as if they							

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
were just summoned.							
Sand Silo	LAN	R	----	PMo			FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.							
Savannah	LAN	R	----	RAI			AB,UR
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.							
Scrubland	LAN	R	----	JMy			AB,UR
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.							
Seafarer's Quay	LAN	U	•	TWa			LG
All your blue legends may band with other legends.							
Sorrow's Path	LAN	R	---	RAF			DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.							
Strip Mine	LAN	U	----	DGe			AQ, 4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.							
Sylvanite Temple	LAN	U	•	MPa			FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.							
Swamp	LAN	C	---	DFr			AB,UR,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.							
Taiga	LAN	R	----	RAI			AB,UR
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.							
Tabernacle of Pendrell Vale	LAN	R	---	NLe			LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.							
Talaria	LAN	U	---	NLe			LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.							
Tropical Island	LAN	R	----	JMy			AB,UR
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.							
Tundra	LAN	R	----	JMy			AB,UR
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.							
Underground Sea	LAN	R	----	RAI			AB,UR
T: Add either B or U to your mana pool. Treat as both a Swamp and a Mountain.							
Unholy Citadel	LAN	U	•	MPa			LG
All your black legends may band with other legends.							
Urberg	LAN	U	---	BWa			LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.							
Urza's Mine	LAN	C	••	AMA			AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.							
Urza's Power Plant	LAN	C	••	MTe			AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.							
Urza's Tower	LAN	C	••	MPa			AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.							
Volcanic Island	LAN	R	----	BSn			AB,UR
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.							

## ICE AGE

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Adarkar Sentinel	AC	U	---	MBe	5		IA
1, +0/+1 until end of turn 3/3							
Aegis of the Meek	ART	R	---	LWi	3		IA
1, T: Give a 1/1 creature +1/+2 until end of turn.							
Amulet of Quoz	ART	R	---	DFr	6		IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.							
Arcum's Sleigh	ART	U	---	TWa	1		IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.							
Arcum's Weathervane	ART	U	---	TWa	2		IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.							
Arcum's Whistle	ART	U	---	QHo	3		IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.							
Barbed Sextant	ART	C	---	AWe	1		IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your							



**Drift of the Dead & Snow-Covered Swamps**  
If the Wall of Opposition didn't give you enough incentive to use Animate Wall, try Drift of the Dead. It's the Dakkon Blackblade of walls, the Nightmare of blockers, the Gaed's Liege of... well, you see the picture.

## SNOW-COVERED SWAMP

blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter of any time. 3/4.

**Drift of the Dead** SC U ••• B5n B3  
Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. \*/\*

**Fear** EC C ••• R6m BB A, B, U, R, 4th, JA  
Only block or artifact creatures may block target creature.

**Flow of Moggots** SC R ••• R5p B2  
CU: 1. May not be blocked by non-wall creatures. 2/2

**Foul Familiar** SC C ••• AMa B2  
Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.

**Generous Zombies** SC C ••• B5n BB1  
T. Sacrifice to deal 1 damage to each creature and player.  
Generous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.

**Gaze of Pain** SOR C ••• AMa B1  
For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.

**Gravebind** INS R •• DTu B  
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.

**Hecatomb** EN R •••• Nth BB1  
Sacrifice four creatures when Hecatomb comes into play. O: Tap a swamp you control to have Hecatomb deal 1 damage to any target.

**Hoar Shade** SC C ••• RTh B3  
B: +1/+1 until end of turn. 1/2.

**Howl from Beyond** INS C ••• MPa BX A, B, U, R, 4th, JA  
Target creature gains +X/+0 until end of turn.

**Hyalopterous Lemure** SC U ••• RTh B4  
O: Gains flying and -1/-0 until end of turn. 4/3

**Icequake** SOR U ••• RKF BB1

<b>Abyssal Specter</b>	SC	U	••	RTp	BB2	
Flying Opponent damaged by Abyssal Specter must discard a card of his or her choice: 2/3						
<b>Ashen Ghoul</b>	SC	U	•••	RSp	B3	IA
Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1						
<b>Brine Shaman</b>	SC	C	•••	CB	B1	IA
† Sacrifice a creature to give a creature +2/+2 until end of turn. UU1. Sacrifice a creature to counter a summon spell. 1/1.						
<b>Burnt Offering</b>	INT	C	•••	DGe	B	IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost						
<b>Cloak of Confusion</b>	EC	C	••	MOK	B1	IA
If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.						
<b>Dance of the Dead</b>	EC	U	••••	RGo	B1	IA
Bring a creature from any graveyard into play on your side topped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.						
<b>Dark Banishing</b>	INS	C	••••	Dtu	B2	IA
Bury target creature. Cannot target black creatures.						
<b>Dark Ritual</b>	INT	C	•••••	JHa	B	A,B,U,R,4th,IA
Add BBB to your mana pool						
<b>Demonic Consultation</b>	INS	U	••	RAI	B	IA
Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.						
<b>Dread Wight</b>	SC	R	•••	DGe	BB3	IA
At the end of combat, put a paralyzation counter on any creature						

Destroy a land. If it is a snow-covered land, (quake) does 1 damage to the land's controller	EN	R	••	PFo	B82	IA
<b>Internal Darkness</b>	CU	B	and 1 life. All mana-producing lands produce 8 instead of their normal mana			
<b>Internal Denizen</b>	SC	R	••	DTu	B7	IA
During your upkeep, you must sacrifice two swamps or Internal Denizen becomes tapped, and target opponent may gain control of a creature you control at his or her choice. 1: Gain control of target creature. 5/7						
<b>Kjeldoran Dead</b>	SC	C	••••	MBu	B	IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1						
<b>Knights of Strangfold</b>	SC	U	••••	MPu	BB	IA
Protection from white. BB. +1/+0 until end of turn. B: First strike until end of turn. 2/1						
<b>Krovikan Elementalist</b>	SC	U	•••	DSu	BB	IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1						
<b>Krovikan Fetish</b>	EC	C	••	HMu	B2	IA
Target creature gets +1/-1. Draw a card at the beginning of the next turn						
<b>Krovikan Vampire</b>	SC	U	••••	QHt	B83	IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature Krovikan Vampire leaves play under your control. 3/3						
<b>Legions of Lim-Dûl</b>	SC	C	••	AMu	BB1	IA
Snow-covered swampwalk. 2/3						





# players guide

Name Kind Rarity Rating Artist Cost Sets Found

Description

Leshrac's Rite EC U ... RTh B 1A

Give target creature swampwalk.

Leshrac's Sigil EN U .... DTu BB 1A

BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.

Lim-Dul's Cohort SC C ... DSh BB1 1A

Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.

Lim-Dul's Hex EN U ... LDa B1 1A

During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.

Mind Ravel SOR C ... MTe B2 1A

Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.

Mind Warp SOR U ... LDa B3X 1A

Look at a player's hand and discard X cards of your choice from that hand.

Mind Whip EC R ... DTu BB2 1A

During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.

Minion of Leshrac SC R .... LWI BBB4 1A

Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.

Minion of Tevesh Szat SC R .... JBa BBB4 1A

Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.

Mole Worms SC U .... DGe B2 1A

T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's upkeep phase. You may choose not to untap Mole Worms. 1/1.

Moor Fiend SC C ... AMa B3 1A

Swampwalk. 3/3.

Necropotence EN R ... MTe BBB 1A

Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.

Norrit SC C .... MRa B3 1A

T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.

Oath of Lim-Dul EN R ... DSh B3 1A

For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

Pestilence Rats SC C ... JMa B2 1A

\* equals the number of other Rats in play. \*/3.

Pox SOR R .... CBr BBB 1A

Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures, finally they must sacrifice 1/3 of their lands. Round each loss up.

Seizures EC C ... JBa B1 1A

When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.

Songs of the Damned INT C ... PVe B 1A

Add B to your mana pool for every creature in your graveyard.

Soul Burn SOR C ... RAI B2 1A

Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.

Soul Kiss EC C ... NLe B2 1A

B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.

Spoils of Evil INT R ... QHo B2 1A

Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

Spoils of War SOR R .... PVe BX 1A

Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.

Stench of Evil SOR U .... MTe BB2 1A

Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.

Stranggold Cabal SC R .... AMa BB1 1A

T: Sacrifice 1 life to counter a white spell. 2/2.

Touch of Death SOR C ... MBe B2 1A

Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.

Name Kind Rarity Rating Artist Cost Sets Found

Withering Wisp EN U .... Hth BB1 1A

B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisp if there are no creatures in play at end of turn.

## BLUE

Arnjol's Ascent EN C ... DTu UU1 1A

CU: U. 1: Target creature gains flying until end of turn.



### KJELDORAN SKYKNIGHT

### KJELDORAN ELITE GUARD

Baldavian Conjuror SC U ... MTe U1 1A

T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.

Baldavian Shaman SC C ... QHo U 1A

T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.

Binding Grasp EC U .... Rtp U3 1A

Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

Brainstorm INS C .... CRu U 1A

Draw three cards, then put any two cards from your hand on top of your library in any order.

Breath of Dreams EN U ... Pfo UU2 1A

CU: U. Green creatures require an additional CU: 1.

Cairvoyance INS C ... KMe U 1A

Look at target player's hand. Draw a card at the beginning of the next turn.

Counterspell INT C .... LWI UU A,B,U,R,4th,1A

Counter target spell.

Deflection INT R .... MRa U3 1A

Target spell with only one target now targets a legal target of your choice.

Dreams of the Dead EN U ... Hth U3 1A

U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.

Enervate HNS C ... LWI U1 1A

Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.

Errant Minion EC C ... HMc U2 1A

During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.

Essence Flare EC C ... RKF U 1A

Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.

Force Void INT U ... MTe U2 1A

Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.

Glacial Wall SC U ... DWI U2 1A

0/7

Hydroblast INT C ... Kfo U 1A

Counter a red spell being cast or destroy a red permanent.

Ice Berg EN U ... JMa UU3 1A

Put X ice counters on Iceberg when it comes into play. 3. Put an ice counter on Iceberg. 0. Remove an ice counter to add one colorless mana to your mana pool.

Icy Prison EN R ... AMa UU 1A

Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.

Illusionary Forces SC C ... JHo U3 1A

Flying. CU: U. 4/4

Illusionary Presence SC R ... Kfo UU1 1A

CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2

Illusionary Terrain EN U ... RAI UU 1A

CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.

Illusionary Wall SC C ... Mpo U4 1A

Flying, first strike. CU: U. 7/4.

Illusions of Grandeur EN R ... QHo U3 1A

CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

Infuse INS C ... RGo U2 1A

Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

### Kjeldoran Skyknight

### & Kjeldoran Elite Guard:

Banding, flying, first strike... enough abilities for you, buddy? Throw in another +2/+2 with the Kjeldoran Elite Guard and you've got a pretty potent force. The Skyknight should provide enough incentive to polish up on those banding rules.

Krovikan Sorcerer SC C ... PMa U2 1A

T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.

Magus of the Unseen SC R .... Kfo U1 1A

U1. T. Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.

Mesmeric Trance EN R ... Dfr UU1 1A

CU: 1. U: Discard a card from your hand to draw a card.

Mistfolk SC C ... QHo UU 1A

U: Counter any spell that targets Mistfolk. 1/2.

Musician SC R ... DTu U2 1A

CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.

Mystic Might EL R ... NLe U 1A

CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.

Mystic Remora EN C ... KMe U 1A

CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.

Phantasmal Mount SC U .... MBe U1 1A

Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1

Polar Kraken SC R ... MTe UUUB 1A

Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

Parient SOR C ... LDa U 1A

You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.

Power Sink INT C .... Mpo UX A,B,U,R,4th,1A

Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is paid.

Ray of Command INS C .... HMc U3 1A

Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.

Ray of Erasure INS C ... MRa U 1A

Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.

Reality Twist EN R .... JEr UUU 1A

CU. UUU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

Sea Spirit SC U ... RAI U4 1A

U +1/+0 until end of turn. 2/3.

Shyft SC R ... RTh U4 1A

During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.

Sibilant Spirit SC R .... RSp U5 1A

Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6

Silver Erme SC U ... MBe U3 1A

Flying, trample. 2/2



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Sleight of Mind</b> Change the text of a card being played or in play by switching one color word with another.	INT	U	*****	NLc	U	A,B,U,R,4th,IA
<b>Snow Devil</b> Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	***	KMc	U1	IA
<b>Snowfall</b> CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.	EN	C	**	Pfo	U2	IA
<b>Soldavi Machinist</b> T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	**	JMc	U1	IA
<b>Soul Barrier</b> Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	**	HMc	U2	IA
<b>Thunder Wall</b> Flying. U: +1/+1 until end of turn. 0/2.	SC	U	***	Rth	U1	IA
<b>Uproft</b> Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	***	LWi	U1	IA
<b>Wind Spirit</b> Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	***	Kfo	U4	IA
<b>Winter's Chill</b> Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	***	EBe	UX	IA
<b>Word of Undoing</b> Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	****	CRu	U	IA
<b>Wrath of Marit Lage</b> Top all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	****	MRA	UU3	IA
<b>Zur's Weirding</b> All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	****	Lda	U3	IA
<b>Zuran Enchanter</b> B2, T. Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	***	DSh	U1	IA
<b>Zuran Spellcaster</b> T: Do 1 damage to any target. 1/1	SC	C	****	EBe	U2	IA

## GREEN

<b>Aurochs</b> Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C	***	KMc	G3	IA
<b>Baldurian Bears</b> 2/2.	SC	C	***	QHo	G1	IA
<b>Blizzard</b> CU: 2. You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.	EN	R	**	AMa	GG	IA
<b>Brown Ouphe</b>	SC	C	****	DGe	G	IA



### DEFLECTION

<b>Chub Toad</b> Gains +2/+2 until end of turn when blocked or blocking. 1/1	SC	C	***	DGe	G2	IA
<b>Dire Wolves</b> Gains banding if you control any plains. 2/2	SC	C	***	RSp	G2	IA
<b>Earthlore</b>	EL	C	****	Dtu	G	IA



### DISENCHANT

<b>Lure</b> All creatures that can block target creature must do so	EN	U	****	Pfo	GG1	A,B,U,R,4th,IA
<b>Maddening Wind</b> CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	***	DWt	G2	IA

**Deflection & Disenchant:** And you thought Counterspell was nasty! Red mages will think twice about mass damage when you've got four untapped mana floating around. You can also redirect spells like Disenchant to save your own stuff and to get rid of your opponent's artifacts or enchantments.

<b>O: Top target land to give target blocking creature +1/+2 until end of turn.</b>						
<b>Elder Druid</b> G3, T: Tap or untap one creature, land, or artifact. 2/2.	SC	R	****	RKF	G3	IA
<b>Essence Filter</b> Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	****	REm	GG1	IA
<b>Fanatical Fever</b> Give a creature +3/+0 and trample until end of turn.	INS	U	****	JBa	GG2	IA
<b>Folk of the Pines</b> G1: +1/+0 until end of turn. 2/5. Artists: Nth & Cbu	SC	C	***	Mult	G4	IA
<b>Forbidden Lore</b> O: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	***	CRu	G2	IA
<b>Forgotten Lore</b> Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	****	HMc	G	IA
<b>Foxfire</b> Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	**	MOK	G2	IA
<b>Freyalise Supplicant</b> T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.	SC	U	**	Mult	G1	IA
<b>Freyalise's Charm</b> GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.	EN	U	***	MOK	GG	IA
<b>Freyalise's Winds</b> Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	****	Mte	GG2	IA
<b>Fyndhorn Brownie</b> G2, T: Untap a creature. 1/1.	SC	C	***	Rth	G2	IA
<b>Fyndhorn Elder</b> T: Add GG to your mana pool. 1/1.	SC	U	****	CRu	G2	IA
<b>Fyndhorn Elves</b> T: Add G to your mana pool. 1/1.	SC	C	****	JHo	G	IA
<b>Fyndhorn Pallen</b> CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.	EN	R	***	Pfo	G2	IA
<b>Giant Growth</b> Target creature gains +3/+3 until end of turn.	INS	C	****	LWi	G	A,B,U,R,4th,IA
<b>Gorilla Pack</b> Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.	SC	C	**	AWa	G2	IA
<b>Hot Springs</b> O: Top land Hot Springs enchants to prevent 1 damage to any target.	EL	R	***	NLc	G1	IA
<b>Hurricane</b> Do X damage to all flying creatures and players	SOR	U	****	Cbr	GX	A,B,U,R,4th,IA
<b>Johtull Worm</b> John, the Worm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	SC	U	***	DGe	G5	IA
<b>Juniper Order Druid</b> T: Untap a land of your choice at the speed of an interrupt. 1/1	SC	C	***	JMc	G2	IA
<b>Lhurgoyf</b>	SC	R	****	PVe	GG2	IA

<b>Nature's Lore</b> Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	***	REm	G1	IA
<b>Pale Bears</b> Islandwalk. 2/2.	SC	R	***	AWa	G2	IA
<b>Pygmy Allosaurus</b> Swampwalk. 2/2.	SC	R	***	AMa	G2	IA
<b>Pykrite</b> Draw a card at the beginning of the next turn. 1/1.	SC	C	*	EBe	G2	IA
<b>Regeneration</b> G: Target creature regenerates.	EC	C	***	JHo	G1	A,B,U,R,4th,IA
<b>Rime Dryad</b> Snow-covered forestwalk. 1/2.	SC	C	***	HHu	G	IA
<b>Ritual of Subduel</b> CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.	EN	R	***	JHo	GG4	IA
<b>Scaled Wurm</b> 7/6.	SC	C	***	DGe	G7	IA
<b>Shambling Strider</b> GR: +1/-1 until end of turn. 5/5	SC	C	***	DSh	GG4	IA
<b>Snowblind</b> Target creature gets -"/-". * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.	EC	R	*	DSh	G3	IA
<b>Stampede</b> All attacking creatures get trample and +1/+0 until end of turn.	INS	R	****	JMc	GG1	IA
<b>Stunted Growth</b> Target player must choose three cards from his or her hand and put them on top of his library in any order.	SOR	R	***	Nth	GG3	IA
<b>Tarpon</b> You gain 1 life if Tarpon goes to the graveyard from play. 1/1.	SC	C	***	MOK	G	IA
<b>Thermokarst</b> Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	***	KMc	GG1	IA
<b>Thoughtleech</b> Gain 1 life whenever target opponent taps an island.	EN	U	***	Mte	GG	IA
<b>Tinder Wall</b> Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.	SC	C	****	REm	G	IA
<b>Touch of Vitae</b> Target creature may untap one additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.	INS	U	***	LWi	G2	IA
<b>Troilblazer</b> Target creature may not be blocked this turn.	INS	R	****	JBa	GG2	IA
<b>Venomous Breath</b> All creatures blocking or being blocked by target creature are destroyed after combat.	INS	U	***	LWi	G3	IA
<b>Wall of Pine Needles</b> G: Regenerate. 3/3	SC	U	***	Bsn	G3	IA
<b>Whitout</b> All flying creatures lose flying until end of turn. If Whitout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.	INS	U	****	Nth	G1	IA
<b>Witigo</b> Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has been blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0	SC	R	***	MBe	GGG3	IA
<b>Wild Growth</b> Whenever target land is tapped for mana, Wild Growth provides an extra G	EL	C	***	MRA	G	A,B,U,R,4th,IA
<b>Woolly Mammoths</b> Gains trample if you control any snow-covered lands. 3/2	SC	C	***	Dfr	GG1	IA
<b>Woolly Spider</b> Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3	SC	C	****	DGe	GG1	IA
<b>Yavimaya Gnats</b> Flying. G: Regenerate. 0/1	SC	U	****	Dfr	G2	IA

## MULTICOLORED

<b>Altar of Bone</b> Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.	SOR	R	****	MBe	GW	IA
<b>Centaur Archer</b> T: Deal 1 damage to target flying creature. 3/2	SC	U	***	MBe	GR1	IA
<b>Chromatic Armor</b> Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	****	APo	UW1	IA
<b>Diabolic Vision</b> Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	****	AWa	BU	IA
<b>Earthlink</b> Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice	EN	R	**	RKF	BGR3	IA

e/ Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery

CU Cumulative Upkeep





## players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>a land.</b>						
<b>Elemental Augury</b> 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	000	AWa	BUR	IA
<b>Essence Vortex</b> Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	000	MOK	BU1	IA
<b>Fiery Justice</b> Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	000	MBe	GRW	IA
<b>Fire Covenant</b> Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	000	DfR	BR1	IA
<b>Flooded Woodlands</b> No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	000	KFo	BU2	IA
<b>Fuminate</b> Sacrifice 3 life to destroy a land and a creature.	SOR	U	000	DTu	BR3	IA
<b>Ghostly Flame</b> Black and red permanents and spells are considered colorless sources of damage.	EN	R	000	RGo	BR	IA
<b>Giant Trap Door Spider</b> GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game 2/3	SC	U	000	HHu	GR1	IA
<b>Glaciers</b> All mountains become plains.	EN	R	000	MTe	UW2	IA
<b>Hymn of Rebirth</b> Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	000	RKF	GW3	IA
<b>Kjeldoran Frostbeast</b> Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	000	MPo	GW3	IA
<b>Merieke Ri Berit</b> Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	SC	R	00	HHu	BUW	IA
<b>Monsoon</b> If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.	EN	R	000	Nih	GR2	IA
<b>Mountain Titan</b> RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.	SC	R	000	MBe	BR2	IA
<b>Reclamation</b> No black creature may attack unless its controller sacrifice a land when that creature attacks.	EN	R	000	DWi	GW2	IA
<b>Skeleton Ship</b> Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3 Artists: AWe & TWa	SC	R	000	Multi	BU3	IA
<b>Spectral Shield</b> Target creature gains +0/+2 and it cannot be the target of further spells.	EC	U	000	MOK	UW1	IA
<b>Storm Spirit</b> Flying. T: Do 2 damage to target creature. 3/3	SC	R	000	PVe	UGW3	IA
<b>Stormbind</b> 2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nih & PMa	EN	R	000	Multi	GR1	IA
<b>Wings of Aesthir</b> Give target creature flying, first strike, and +1/+0	EC	U	000	EBe	UW	IA
<b>RED</b>						
<b>Aggression</b> Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack	EC	U	000	REm	R2	IA
<b>Anarchy</b> Destroy all white permanents	SOR	U	000	Pfo	RR2	IA
<b>Avalanche</b> Destroy X snow-covered lands	SOR	U	000	BSn	RR2X	IA
<b>Baldurian Barbarians</b> 3/2	SC	C	00	MPo	RR1	IA
<b>Baldurian Hydra</b> Put X +1/+0 counters on Baldurian Hydra when it comes into play. D: Remove a +1/+0 counter to prevent 1 damage to Baldurian Hydra. RRR: Put a +1/+0 counter on Baldurian Hydra during your upkeep. 0/1	SC	R	000	MBe	RRX	IA
<b>Barbarian Guides</b> R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2	SC	C	000	RTh	R2	IA
<b>Battle Frenzy</b> All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn	INS	C	000	BSn	R2	IA

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Bone Shaman</b> B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.	SC	C	00	AMa	RR2	IA
<b>Brand of Ill Omen</b> CU: R: Target creature's controller may not cast summon spells.	EC	R	000	RAI	R3	IA
<b>Chaos Lord</b> First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.	SC	R	000	BSn	RRR4	IA
<b>Chaos Moon</b> Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.	EN	R	000	DTu	R3	IA
<b>Conquer</b> Take control of target land.	EL	U	000	RGo	RR3	IA
<b>Curse of Marit Lage</b> Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.	EN	R	000	AWe	RR3	IA
<b>Dwarven Armory</b> 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	000	RTh	RR2	IA
<b>Errantry</b> Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	000	LWt	R1	IA
<b>Flame Spirit</b> R: +1/+0 until end of turn. 2/3	SC	U	00	JHo	R4	IA
<b>Flare</b> Flare does 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	00	DTu	R2	IA
<b>Game of Chaos</b> Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.	SOR	R	000	DTu	RRR	IA
<b>Glacial Crevasses</b> Q: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.	EN	R	00	MRe	R2	IA
<b>Goblin Mutant</b> Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.	SC	U	00	DGo	RR2	IA
<b>Goblin Sappers</b> RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1	SC	C	000	JMa	R1	IA
<b>Goblin Ski Patrol</b> R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.	SC	C	00	MPo	R1	IA
<b>Goblin Snowman</b> Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1	SC	U	000	DGo	R3	IA
<b>Grizzled Wolverine</b> R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2	SC	C	00	CBt	RR1	IA
<b>Imposing Visage</b> Target creature cannot be blocked by less than 2 creatures.	EC	C	000	Pfo	R	IA
<b>Incinerate</b> Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.	INS	C	000	MPo	R1	IA
<b>Jakulhaups</b> Bury all artifacts, creatures, and lands	SOR	R	000	RTh	RR4	IA
<b>Karplusan Giant</b> D: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3	SC	U	000	DGo	R6	IA
<b>Karplusan Yeti</b> T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3	SC	R	000	OHo	RR3	IA
<b>Lava Burst</b> Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	000	TWa	RX	IA
<b>Marton Stromgold</b> If Marton Stromgold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1	SC	R	000	MPo	RR2	IA
<b>Melee</b> Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.	INS	U	000	DWi	R4	IA
<b>Melting</b> All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	00	RGo	R3	IA
<b>Meteor Shower</b> Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SOR	C	000	REm	RXX	IA
<b>Mountain Goat</b> Mountainwalk. 1/1	SC	C	000	CBt	R	IA

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Mudslide</b> Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.	EN	R	00	BSn	R2	IA
<b>Orcish Cannoneers</b> T: Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	000	DfR	RR1	IA
<b>Orcish Conscribers</b> Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2	SC	C	00	DSa	R1	IA
<b>Orcish Farmer</b> T: Turn target land into a swamp until its controller's next untap phase. 2/2.	SC	C	000	DfR	RR1	IA
<b>Orcish Healer</b> RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.	SC	U	000	OHo	RR	IA
<b>Orcish Librarian</b> R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.	SC	R	000	Pfo	R1	IA
<b>Orcish Lumberjack</b> T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1	SC	C	000	DfR	R	IA
<b>Orcish Squatters</b> If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3	SC	R	000	RKF	R4	IA
<b>Panic</b> Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	00	MKG	R	IA
<b>Pyroblast</b> Counter target blue spell or destroy target blue permanent.	INT	C	000	KFo	R	IA
<b>Pyroclasm</b> Do 2 damage to each creature.	SOR	U	000	PMa	R1	IA
<b>Sabretooth Tiger</b> First strike. 2/1.	SC	C	000	MBe	R2	IA
<b>Shatter</b> Destroy target artifact	INS	C	000	BWa	R1	A,B,U,R,4th,IA
<b>Stone Rain</b> Destroy any one land.	SOR	C	000	KFo	R2	A,B,U,R,4th,IA
<b>Stone Spirit</b> Stone Spirit cannot be blocked by flying creatures. 4/3.	SC	U	000	JHo	R4	IA
<b>Stonehands</b> Target creature gains +0/+2. R: Gains +1/+0 until end of turn.	EC	C	000	DfR	R2	IA
<b>Tor Giant</b>	SC	C	000	DSa	R3	IA



BRAINSTORM

**Brainstorm:** Can you say "Ancestral Recall"? Not as powerful, every bit as cool. Brainstorm is a potent card that's not as much a spoiler as its old print cousin. Remember, you can put any two cards from your deck on top of your library, not just two of the three you drew.

3/3						
<b>Total War</b> Whenever any player declares an attack, destroy all untapped non-wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.	EN	R	000	DTu	R3	IA
<b>Vertigo</b> Do 2 damage to target flying creature, which loses flying until end of turn.	INS	U	000	DTu	R	IA
<b>Wall of Lava</b> R: +1/+1 until end of turn. 1/3	SC	U	000	PVe	RR1	IA
<b>Word of Blasting</b> Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.	INS	U	000	KMa	R1	IA



Name Kind Rarity Rating Artist Cost Sets Found  
Description

# WHITE

<b>Adarker Unicorn</b>	SC	C	●●●	QHo	WW1	IA
T: Add either U or W to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
<b>Arctic Foxes</b>	SC	C	●●	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
<b>Arenson's Aura</b>	EN	C	●●	NLa	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
<b>Armor of Faith</b>	EC	C	●●●	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
<b>Battle Cry</b>	INS	U	●●●	DSH	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
<b>Black Scarab</b>	EC	U	●●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
<b>Blessed Wine</b>	INS	C	●●	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
<b>Blinking Spirit</b>	SC	R	●●●●	LWi	W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.						
<b>Blue Scarab</b>	EC	U	●●●	AWa	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
<b>Call to Arms</b>	EN	R	●●●●	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
<b>Caribou Range</b>	EL	R	●●●●	RTp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.						
<b>Circle of Protection: Black</b>	EN	C	●●●	SeV	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one black source.						
<b>Circle of Protection: Blue</b>	EN	C	●●●	PVa	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one blue source.						
<b>Circle of Protection: Green</b>	EN	C	●●●	SeV	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one green source.						
<b>Circle of Protection: Red</b>	EN	C	●●●●	PVa	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one red source.						
<b>Circle of Protection: White</b>	EN	C	●●●	SeV	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one white source.						
<b>Cold Snap</b>	EN	U	●●	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
<b>Cooperation</b>	EC	C	●●●	PVa	W2	IA
Target creature gains banding.						
<b>Death Ward</b>	INS	C	●●●	HMk	W	A,B,U,R,4th,IA
Regenerates target creature.						
<b>Disenchant</b>	INS	C	●●●●	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
<b>Drought</b>	EN	U	●●●●	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
<b>Elvish Healer</b>	SC	C	●●●	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
<b>Enduring Renewal</b>	EN	R	●●●●	HMk	WW2	IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						
<b>Energy Storm</b>	EN	R	●●●●	SeV	W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
<b>Formation</b>	INS	R	●●	KMe	W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
<b>Fylgia</b>	EC	C	●●●●	EBa	W	IA
Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.						
<b>General Jarkeld</b>	SC	R	●●●	Rth	W3	IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.						
<b>Green Scarab</b>	EC	U	●●●	NLa	W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
<b>Hallowed Ground</b>	EN	U	●●	DSH	W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.						
<b>Heal</b>	INS	C	●●	MtE	W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
<b>Hipparian</b>	SC	U	●●●	DWi	W1	IA
Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1 1/3.						

Name Kind Rarity Rating Artist Cost Sets Found  
Description

<b>Justice</b>	EN	U	●●●●	RTp	WW2	IA
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.						
<b>Kelsinko Ranger</b>	SC	C	●●	MPo	W	IA
W1: One green creature gains first strike until end of turn. 1/1.						
<b>Kjeldoran Elite Guard</b>	SC	U	●●●	MBa	W3	IA
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.						
<b>Kjeldoran Guard</b>	SC	C	●●●	AWa	W1	IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.						
<b>Kjeldoran Knight</b>	SC	R	●●●●	RSp	WW	IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.						
<b>Kjeldoran Phoenix</b>	SC	R	●●●	RKF	W5	IA
First strike, banding. 2/5.						
<b>Kjeldoran Royal Guard</b>	SC	R	●●●●	LWi	WW3	IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.						
<b>Kjeldoran Skycaptain</b>	SC	U	●●●●	MPo	W4	IA
Flying, banding, first strike. 2/2.						
<b>Kjeldoran Skyknight</b>	SC	C	●●●●	MPo	W2	IA
Flying, banding, first strike. 1/1.						
<b>Kjeldoran Warrior</b>	SC	C	●●●	MPo	W	IA
Banding. 1/1.						
<b>Lightning Blow</b>	INS	R	●●●	HMk	W1	IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.						
<b>Lost Order of Jarkeld</b>	SC	R	●●●	ARu	WW2	IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.						
<b>Mercenaries</b>	SC	R	●	CBa	W3	IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.						
<b>Order of the Sacred Torch</b>	SC	R	●●●●	RTp	WW1	IA
T: Sacrifice 1 life to counter a black spell. 2/2.						
<b>Order of the White Shield</b>	SC	U	●●●●	RTp	WW	IA
Protection from black WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.						
<b>Prismatic Ward</b>	EC	C	●●●	LWi	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
<b>Rally</b>	INS	C	●●	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
<b>Red Scarab</b>	EC	U	●●●	SeV	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
<b>Sacred Boon</b>	INS	U	●●●●	HRa	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						
<b>Seraph</b>	SC	R	●●●●	CRu	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.						
<b>Shield Bearer</b>	SC	C	●●	DFr	W1	IA
Banding. 0/3.						
<b>Snow Hound</b>	SC	U	●●●●	PMo	W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.						
<b>Swords to Plowshares</b>	INS	U	●●●●	KFo	W	A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
<b>Warning</b>	INS	C	●	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
<b>White Scarab</b>	EC	U	●●●	PVa	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						

# LANDS

<b>Adarker Wastes</b>	LAN	R	●●●	MRa		IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
<b>Brushland</b>	LAN	R	●●●	BWa		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
<b>Forest</b>	LAN	C	—	PMo	A,B,U,R,4th,IA	
T: Add G to your mana pool.						
<b>Glacial Chasm</b>	LAN	U	●●	LDa		IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.						
<b>Halls of Mist</b>	LAN	R	●●●●	MPo		IA
CU: 1. No creature may attack if it attacked during its controller's last turn.						
<b>Ice Floe</b>	LAN	U	●●●	JMe		IA
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.						

Name Kind Rarity Rating Artist Cost Sets Found  
Description

<b>Island</b>	LAN	C	—	AMa	A,B,U,R,4th,IA	
T: Add U to your mana pool.						
<b>Karplusan Forest</b>	LAN	R	●●●	NLa		IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.						
<b>Land Cap</b>	LAN	R	●●●●	LWi		IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.						
<b>Lava Tubes</b>	LAN	R	●●●●	BWa		IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.						
<b>Mountain</b>	LAN	C	—	TWa	A,B,U,R,4th,IA	
T: Add R to your mana pool.						
<b>Plains</b>	LAN	C	—	CRu	A,B,U,R,4th,IA	
T: Add W to your mana pool.						



**Jeweled Amulet**

1, O: Put a charge counter on Jeweled Amulet. Whenever you cast a spell that costs more than one mana, you may pay 1 to prevent that spell from being cast. (This ability is only in play if there are no charge counters on Jeweled Amulet.)

2, R: Remove this charge counter from Jeweled Amulet to add cost to a spell. If the spell cost is not paid, a charge counter on Jeweled Amulet is put on that spell. Play this ability to an opponent.

—, 1/1

**Jeweled Amulet:** You wanted Moxes? Too bad. However, this new gem is still useful. Look at it as a Mox you can use every other turn. Sure, it's not nearly as potent as the Moxes, but then it probably won't cost you a hundred bucks, either.

<b>River Delta</b>	LAN	R	●●●●	SEv		IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.						
<b>Snow-Covered Forest</b>	LAN	U	—	PMo		IA
T: Add G to your mana pool.						
<b>Snow-Covered Island</b>	LAN	U	—	AMa		IA
T: Add U to your mana pool.						
<b>Snow-Covered Mountain</b>	LAN	U	—	TWa		IA
T: Add R to your mana pool.						
<b>Snow-Covered Plains</b>	LAN	U	—	CRu		IA
T: Add W to your mana pool.						
<b>Snow-Covered Swamp</b>	LAN	U	—	DSH		IA
T: Add B to your mana pool.						
<b>Sulfurous Springs</b>	LAN	R	●●●	PFo		IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.						
<b>Swamp</b>	LAN	C	—	DSH	A,B,U,R,4th,IA	
T: Add B to your mana pool.						
<b>Timberline Ridge</b>	LAN	R	●●●●	JMe		IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.						
<b>Underground River</b>	LAN	R	●●●	Nth		IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.						
<b>Veldt</b>	LAN	R	●●●●	BWo		IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.						

# TIQUEST

## players guide

Name Description Type Rarity Alignment VP RR Rating

### BLOOD WARS BASIC SET- 300 cards

#### BATTLEFIELDS

Abyss, The	Plane	C	CE	2	8	••
You may play one tamar'i Warlord during your Opening Phase.						
Acheron	Plane	C	UN	2	8	•••
You may assemble Legions under one active Warlord during Resolution Phase.						
Amun-Thys	Realm	U	CG	4	6	—
Home Realm of Nephthys.						
Arborea	Plane	C	CG	2	8	••
Send one of your cards to discard instead of the Dead-Book. (Flip)						
Arcadia	Plane	C	LG	2	8	•••
During your Resolution Phase, you may discard up to two cards and replace them from the draw pile.						
Asgard	Realm	U	CN	4	6	•••
Home Realm of the Aesir Avatars.						
Astral Plane	Plane	C	NN	2	8	•••
Discard to make all your cards immune to opponents' Fate until his next Resolution Phase. B						
Automata	In. Town	R	CN	6	4	—
Azzagrat	Realm	C	NE	4	6	—
Home Realm of Graz'zt.						
Baator	Plane	C	LE	2	8	••
You may play one baatezu Warlord during your Opening Phase.						
Barnstable	In. Town	R	CN	6	4	—
Beastlands	Plane	C	CG	2	8	••••
During your Opening Phase, you may draw one extra card.						
Bedlam	In. Town	U	NN	6	4	—
Bifrost the Rainbow Bridge	Site	R	CN	5	5	—
Bytopia	Plane	C	NG	2	8	•
During your Opening Phase, discard and draw RR to force an opponent to discard that many cards. ✓						
Carceri	Plane	C	NE	2	8	•••
You may retrieve one chaotic or evil Legion from discard instead of your normal draw.						
Caverns of Thought	Realm	R	NN	4	6	—
Home Realm of Itzenseine.						
Court Under the Stars	Realm	U	CG	4	6	—
Home Realm of the Faerie Queen Marwel.						
Curst	In. Town	U	NN	6	4	—
Deepshaft Hall	In. Town	U	NN	6	4	—
Demonweb Pits	Realm	C	CE	4	6	—
Home Realm of Lolth.						
Dothion	Realm	U	NG	4	6	—
Home Realm of the Gnomish Avatars.						
Dwarven Mountain	Realm	C	NN	4	6	—
Home Realm of Dugmoren Brightmantle, Dumathoin, and Vergadain.						
Ecstasy	In. Town	U	NN	6	4	—
Elshovo	In. Town	R	CG	6	4	—
Elysium	Plane	C	NG	2	8	••
You may keep one extra card in your Command Hand for each copy of this Battlefield.						
Excelsior	In. Town	U	NN	6	4	—

Name Description Type Rarity Alignment VP RR Rating

Faunel	In. Town	U	NN	6	4	—
Floating City, The	In. Town	R	CN	6	4	—
Forbidden Citadel, The	R. Town	C	CE	6	4	—
Fortitudo	In. Town	U	NN	6	4	—
Fortress of the Arcanathoth	Site	U	LE	5	5	—
Goala	In. Town	U	NE	6	4	—
Gates of the Moon	Realm	U	CN	4	6	—
Home Realm of Selune.						
Gehenna	Plane	C	LE	2	8	•••
You may retrieve one lawful or evil Legion from discard instead of your normal draw.						
Gilded Hall, The	Site	R	CG	5	5	—
Glorium	In. Town	U	NN	6	4	—
Grandfather Oak	R. Town	R	CG	6	4	—
Gray Waste, The	Plane	U	NE	2	8	•••
You may retrieve one neutral or evil Legion from discard instead of your normal draw.						
Harmonica, The	Site	R	CE	5	5	—
High Grove of Alfheim	Site	R	CN	5	5	—
Hopeless	In. Town	U	NN	6	4	—
Hruggekolkohk	Realm	C	CE	4	6	—
Home Realm of Hruggek.						
Infinite Staircase, The	P. Path	C	NN	3	7	•••
Discard to counter the effects of a Warlord power. ✓						
Iron City of Dis	In. Town	U	LE	6	4	—
Jade Palace, The	Realm	C	LN	4	6	—
Home Realm of Shang-ti.						
Jotunheim	Realm	U	CN	4	6	—
Home Realm of Surti and Thrym.						
Limbo	Plane	C	CN	2	8	•••••
During your Resolution Phase, you may discard your entire Command Hand and draw six new cards.						
Madhouse	In. Town	R	CE	6	4	—
Mausoleum of Chronapsis	Realm	C	NN	4	6	—
Home Realm of Chronapsis.						
Mechanics	Plane	C	LN	2	8	•••
During your Opening Phase, you may draw three cards rather than two, discarding one of your choice.						
Merrate	Realm	U	CN	4	6	—
Home Realm of Bast.						
Minotaurs the Sinking	In. Town	U	LE	6	4	—
Mines of Marsellin	Site	U	LN	5	5	—
Mount Celestia	Plane	C	LG	2	8	••••
During your Resolution Phase, discard to search your draw pile for two cards and place them atop the draw pile. ✓						
Mount Olympus	P. Path	C	NN	3	7	••••
Discard to counter the effects of one Fate card. ✓						
Haratyr	R. Town	U	CE	6	4	—
Nidavellir	Realm	U	CN	4	6	—
Home Realm of Hod and Muammon Duathal.						
Outlands	Plane	C	NN	2	8	•••
You may retrieve one Legion from discard instead of your normal draw.						
Palace of Judgement	Realm	C	NN	4	6	—
Home Realm of Yen-Wang-Yeh.						

Name Description Type Rarity Alignment VP RR Rating

Pandemonium	Plane	C	CE	2	8	••
You gain two additional reward cards when acting as a Defender in a Challenge.						
Pillar of Skulls, The	Site	U	LE	5	5	—
Plague-Mort	In. Town	U	NN	6	4	—
Plain of Infinite Portals, The	The Layer	C	CE	4	6	••
You may discard Plane of Infinite Portals from your Victory Pool and replace it with another Battlefield of the Abyss.						
Plains of Gallensu	Realm	U	CE	4	6	—
Regulus	Realm	C	LN	4	6	—
Home Realm of Primus.						
Release from Care	In. Town	R	NG	6	4	—
Ribcage	In. Town	U	NN	6	4	—
Rigus	In. Town	U	NN	6	4	—
River Ma'ot, The	Realm	C	NN	4	6	—
River Oceanus	P. Path	C	NN	3	7	••
During your Opening Phase, send to Dead-Book to force one opponent to discard entire Command Hand. B						
River Styx, The	P. Path	C	NN	3	7	••
During your Resolution Phase, discard from Victory Pool to force opponents to send six cards to discard or two cards to Dead-Book. ✓						
Semuanyu's Bog	Realm	C	NN	4	6	—
Home Realm of Semuanyu.						
Sheela Peryroyl's Realm	Realm	U	NN	4	6	—
Home Realm of Sheela Peryroyl.						
Ship of Chaos, The	Site	U	CE	5	5	—
Shra'ki'l'or	In. Town	R	CN	6	4	—
Silver Sea, The	Realm	U	LG	4	6	—
Smoragd	Realm	U	CE	4	6	—
Home Realm of Merzhauk and Ramenos.						
Soot Hall	In. Town	U	NN	6	4	—
Spawning Stone	Site	R	CN	5	5	—
Spire, The	Realm	C	NN	4	6	—
Fate Cards have no effect in a Combat Challenge for this Battlefield.						
Stratling	In. Town	U	NE	6	4	—
Strangle Hall	In. Town	U	NN	6	4	—
Sylvania	In. Town	U	NN	6	4	—
Teardrop Palace	Realm	C	LE	4	6	—
Home Realm of Sung Chiang.						
Torch	In. Town	U	NN	6	4	—
Tarremor	Realm	C	CE	4	6	—
Home Realm of Pazrael.						
Tradegate	In. Town	U	NN	6	4	—
Valhalla	Site	R	CN	5	5	—
Vanaheim	Realm	U	CN	4	6	—
Home Realm of the Vanir Avatars.						
Viper Wastes, The	Site	U	NE	5	5	—
Yorkehan	In. Town	R	LN	6	4	—
Wasting Tower of Khin-On	Realm	C	NE	4	6	—
Home Realm of Vadarbar.						
Windglum	In. Town	R	CE	6	4	—
Winter's Hall	Realm	C	CE	4	6	—
Home Realm of Loki.						
Xaos	In. Town	U	CN	6	4	—
Yggdrasil the World Tree	P. Path	C	NN	3	7	•••
Discard to counter the effects of one Legion power. ✓						
Ysgard	Plane	C	CN	2	8	•
During your Opening Phase, you may look at each players' Command Hand and discard one card from each. B						
Zoranar, City of Shadows	In. Town	U	LN	6	4	—
Zrintor the Viper Forest	Site	U	CE	5	5	—

#### FATES

Name	Description	Type	Rarity	Alignment	CS	RR	Rating
Ambush!	Draw an RR and use it to replace the CS of one of your Legions.	Orders	C	—	—	5	•
Animale Battlefield	Force Challenger to discard all Legions less than the VP value of the contested Battlefield.	Spell	U	—	—	5	•••
Armor of Invulnerability	Give a Legion the Spirit Legion power.	Item	C	—	—	5	•••
Assassination Plot	Draw an RR and send 1-3 Warlords of your choice to discard. B	Spell	R	—	—	5	•••••
Astral Conduit	Force Challenger to exchange the contested Battlefield for one in his Command Hand.	Spell	C	—	—	5	•••
Battle-Scarred Planes	Draw an RR and send 1-3 Battlefields of your choice to Discard. B	Spell	R	—	—	5	•••••
Betrayal	Draw an RR and force another player to discard that many cards from their Command or Battle Hand. B	Spell	C	—	—	5	•••••
Blade of Loyalty	Add +2 CS to a non-good Legion; +3 CS to a good Legion.	Item	C	—	+2	3	•
Bladed Mace, The	Add +6 CS to any non-neutral Legion; +7 CS to a neutral Legion.	Item	U	—	+6	0	•••
Blood War Provocation	Force one unflipped baatezu Warlord and one unflipped tamar'i Warlord to flip.	Spell	C	—	—	5	•
Call to Arms	Shuffle your discard pile back into your draw pile.	Spell	C	—	—	5	••
Combination Mercenary	At the end of combat send one Legion to the Dead-Book instead of discard. B	Orders	U	—	—	5	•
Charge!	Double one Legion's CS.	Orders	C	—	—	5	••
Cloak of Invisibility	Draw an RR and add that number to the Legion's CS.	Magical Item	U	—	+?	5	•••



THE LADY OF PAIN



THE LADY'S WARD

**The Lady of Pain & The Lady's Ward**—If you think the Lady of Pain's biggest asset is her intrigue strength of 21, you haven't looked low enough—at her realm power, listed at the bottom of the card. If you're having trouble drawing a Battlefield and don't want your rivals to gain an edge, just jump into a challenge with the Lady. Then you can declare a two-turn challengeless period and restock. Now that's power!



Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
<b>Conclave of Generals</b>	Orders	U	—	—	5	****
During an Intrigue Challenge, add the IS of any or all of your Warlords. $\emptyset$						
<b>Consolidation of Power</b>	Spell	R	—	—	5	****
If you possess at least three Battlefields from the same plane in your Victory Pool, add 5 VP to your total.						
<b>Cranium Blast</b>	Spell	C	—	—	5	—
Force opponent to discard one Legion of 3 CS or less or add +3 CS to a Cranium Rat.						
<b>Crystal Ball</b>	Magical Item	U	—	+2	3	—
Add +2 IS to a Warlord or look at the top two cards of an opponent's draw pile.						
<b>Dragonscale Armor</b>	Item	U	—	—	5	—
Give a Legion the Guardian power.						
<b>End Hostilities</b>	Spell	R	—	—	5	—
All Warlords in play flip unless their owner can draw an RR of 6 or higher for each Warlord. $\emptyset$ —						
<b>Escape from Death</b>	Spell	C	—	—	5	—
All of your Legions that are discarded during combat go to your Command Hand instead.						
<b>Gate Key</b>	Orders	U	—	—	5	—
You may exchange the contested Battlefield for one from your Command Hand after Warlords are committed to the challenge.						
<b>Honorable Passing</b>	Spell	C	—	—	5	—
Send one opposing good Legion of 8 CS or less to the Dead-Book.						
<b>Invite to Battle</b>	Orders	C	—	—	5	—
Force an opponent's Warlord to become a defender in the current Combat Challenge.						
<b>Lance of Pain</b>	Item	C	—	+3	2	—
Add +3 CS to a non-evil Legion or +4 CS to an evil Legion.						
<b>Lost Comrade Returns</b>	Spell	U	—	—	5	—
Retrieve one card from the Dead-Book. $\emptyset$						
<b>Mace of Misery</b>	Item	C	—	+3	2	—
Add +3 CS to a non-neutral Legion; +4 CS to a neutral Legion.						
<b>Major Transformation</b>	Spell	C	—	—	5	—
The Warlord becomes a Legion and uses his IS as CS. $\emptyset$						
<b>Modron Procession</b>	Spell	C	—	—	5	—
All Modrons are at +3 CS until your next Resolution Phase.						
<b>Monster Summons</b>	Spell	C	—	—	5	—
Draw an RR and add that many cards to your Command Hand.						
<b>Pandemonium Madness</b>	Spell	C	—	—	5	—
Force an unflipped Warlord and its Battle Hand to flip.						
<b>Political Scapegoat</b>	Orders	C	—	—	5	—
Force an opponent's Warlord to participate in the current Intrigue Challenge.						
<b>Powers of Evil Intervene</b>	Orders	U	E	—	5	—
Evil Warlord is successful despite CS or IS totals. $\emptyset$						
<b>Powers of Good Intervene</b>	Orders	R	G	—	5	—
Good Warlord is successful despite CS or IS totals. $\emptyset$						
<b>Powers of Neutrality Intervene</b>	Orders	R	NN	—	5	—
Neutral Warlord is successful despite CS or IS totals. $\emptyset$						
<b>Press Gang</b>	Orders	U	—	—	5	—
Retrieve a Legion card from the discard pile.						
<b>Prime Summons I</b>	Spell	C	—	—	5	—
Send one opposing Legion of 4 CS or less to discard.						
<b>Prime Summons II</b>	Spell	U	—	—	5	—
Send one opposing Legion of 6 CS or less to discard.						
<b>Prime Summons III</b>	Spell	U	—	—	5	—
Send one opposing Legion of 8 CS or less to discard.						
<b>Prime Summons IV</b>	Spell	R	—	—	5	—
Send 1 opposing Legion of 10 CS or less or 1 Warlord of 11 IS or less to discard.						
<b>Protection vs. Fate</b>	Spell	C	—	—	5	—
Counter the effects of one Fate card.						
<b>Protection vs. Legions</b>	Spell	C	—	—	5	—
Counter the effects of one Legion Power.						
<b>Protection vs. Warlords</b>	Spell	C	—	—	5	—
Counter the effects of one Warlord Power.						
<b>Rain of Fire</b>	Spell	C	—	—	5	—
Send all Legions of 5 CS or less to discard. $\emptyset$						
<b>Renegotiations</b>	Orders	C	—	—	5	—
Change a Combat Challenge to Intrigue.						
<b>Scepter of Shekelar</b>	Item, ART	R	E	+?	0	—
Draw and discard a card, adding double its RR to the attached Legion's CS.						
<b>Scimitar of Valor</b>	Item	U	—	+6	0	—
Add +6 CS to any nongood Legion; +7 CS to a good Legion.						
<b>Sneak Attack</b>	Orders	U	—	—	5	—
Send any flipped Warlord and its Battle Hand to discard. $\emptyset$						
<b>Spell Mirror</b>	Spell	C	—	—	5	—
Reverse the effect of any other Fate spell just played, causing it to affect its caster instead.						
<b>Spies in the Walls</b>	Spell	C	—	—	5	—
You may look at any other player's Command Hand or one Battle Hand.						
<b>Spirited Troops</b>	Orders	C	—	—	5	—
All Legions of one Battle Hand receive a bonus of +1 CS.						
<b>Stolen Seal of Power</b>	Orders	R	—	—	5	—
Send one evil Warlord anywhere in play to discard or send one tamar'n Warlord to the Dead-Book. $\emptyset$						
<b>Sword of Purity</b>	Item	C	—	+4	1	—
Add +4 CS to a nongood Legion; +5 CS to a good Legion.						
<b>Tide Turns</b>	Orders	C	—	—	5	—
The Challenger and Defender exchange CS totals for the current combat.						

Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
<b>Trident of Corruption</b>	Item	U	—	+6	0	—
Add +6 CS to any nonevil Legion; +7 CS to an evil Legion.						
<b>United Front</b>	Orders	U	—	—	5	—
Add the Warlord's IS to the Battle Hand's total CS.						

## LEGIONS

Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
<b>Aasimar</b>	Aasimar	U	LN	3	7	—
<b>Abishai</b>	Boatezu	C	LE	4	6	—
<b>Agathion</b>	Aasimar	U	LG	7	3	—
IP: Aude						
<b>Alu-Fiend</b>	Tamar'ri	C	CE	2	8	—
<b>Asrai</b>	Asrai	R	CG	1	9	—
CP: Shock Troop						
<b>Avoral</b>	Guardinal	U	NG	5	5	—
CP: Cutter						
<b>Bobou Recruiter</b>	Tamar'ri	C	CE	8	2	—
IP: Terrorist						
<b>Bachae Marauders</b>	Bachae	C	CN	2	8	—
CP: Berserker						
<b>Baku</b>	Baku	U	NN	9	1	—
IP: Advocate						
<b>Balaena</b>	Balaena	R	NG	7	3	—
CP: Discard contested Battlefield and flip both Warlords. $\checkmark$						
<b>Bar-Laura</b>	Tamar'ri	R	CE	5	5	—
CP: Shock Troop						
<b>Barbaz</b>	Boatezu	R	LE	5	5	—
CP: Force opponent to discard one Legion of at least 5 CS. $\checkmark$						
<b>Barghest Legionnaire</b>	Barghest	U	LE	9	1	—
<b>Barghest Lord</b>	Barghest	R	LE	10	0	—
IP: Diplomat						
<b>Barisaur</b>	Barisaur	C	CG	6	4	—
CP: Berserker						
<b>Blue Slood</b>	Slood	U	CN	7	3	—
<b>Brolani</b>	Ealdim	R	CG	5	5	—
CP: Berserker						
<b>Buseni</b>	Buseni	C	LN	6	4	—
<b>Cambion Baron</b>	Tamar'ri	U	CE	3	7	—
CP: Spirit						
<b>Cervidol</b>	Guardinal	U	NG	3	7	—
CP: Martyr						
<b>Chaos Beast</b>	Chaos Beast	R	CN	10	0	—
<b>Chaos Imps</b>	Chaos Imp	R	CN	1	9	—
CP: Steal the CS bonus of the best opposing Fate: Item card.						
<b>Chasme Drone</b>	Tamar'ri	U	CE	7	3	—
IP: Parasite						
<b>Clueless Warrior</b>	Human	R	NG	1	9	—
CP: Cutter						
<b>Clueless Wizard</b>	Human	C	NN	2	8	—
CP: Send one opposing Legion of 3 CS or less to discard. (Flip)						
<b>Coure</b>	Ealdim	C	CG	2	8	—
CP: Send one opposing nongood Legion to discard.						
<b>Cranium Rats</b>	Cranium Rats	C	NE	1	9	—
CP: Draw an RR and add it to this Legion's CS.						
<b>Decaton</b>	Modron	U	LN	7	3	—
IP: Diplomat						
<b>Dergholoth</b>	Yugoloth	R	NE	7	3	—
IP: Parasite						
<b>Dreich</b>	Tamar'ri	C	CE	1	9	—
CP: Horde						
<b>Einherior of the Outlands</b>	Human	U	NN	5	5	—
CP: Cutter						
<b>Elves of Arborea</b>	Elves	C	NG	2	8	—
CP: Spirit						
<b>Equinal</b>	Guardinal	C	NG	4	6	—
CP: Martyr						
<b>Erinyes</b>	Boatezu	C	LE	7	3	—
IP: Parasite						
<b>Fensir Rakka</b>	U	CN	3	7	—	—
CP: Berserker						
<b>Fire Mephil</b>	Mephil	U	NN	3	7	—
CP: Shock Troop						
<b>Fire Troops</b>	Ealdim	U	CG	7	3	—
IP: Terrorist						
<b>Ghaele Elite</b>	Ealdim	R	CG	10	0	—
IP: Aude						
<b>Gihyanki</b>	Gihyanki	C	NE	4	6	—
CP: Cutter						
<b>Gihzerai</b>	Gihzerai	C	CN	4	6	—
CP: Shock Troop						
<b>Globezu</b>	Tamar'ri	U	CE	10	0	—
IP: Force opponent to discard highest CS Legion and one Item or Spell card.						
<b>Gray Slood</b>	Slood	U	CN	9	1	—
<b>Green Slood</b>	Slood	C	CN	8	2	—
IP: Terrorist						
<b>Hamahala</b>	Boatezu	U	LE	8	2	—
<b>Hound Hunters</b>	Archeon	C	LG	4	6	—
CP: Guardian						
<b>Hydraloth</b>	Yugoloth	U	NE	5	5	—
CP: Spirit						
<b>Kochrachon</b>	Boatezu	C	LE	6	4	—
<b>Lantern Archeon</b>	Archeon	C	LG	1	9	—
CP: Martyr						

Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
<b>Leonal</b> CP: Send one opposing Legion of 7 CS or less to the Dead-Book. (Flip)	Guardinal	R	NG	10	0	—
<b>Light Aasimar</b> CP: Send all opponent's nongood Legions to Command Hand.	Aasimar	U	LG	9	1	—
<b>Lillend</b> CP: Cutter	Lillend	R	CN	5	5	—
<b>Lupinal</b>	Guardinal	C	NG	6	4	—
<b>Maleator Rider</b>	Tiefling	U	LN	9	1	—
<b>Maleaphant</b> CP/IP: Counter the effects of another Legion power.	Maleaphant	C	LN	8	2	—
<b>Mezzoloth</b> CP: Any Fate: Item card attached to this Legion is +2 CS.	Yugoloth	U	NE	9	1	—
<b>Monodroma</b> CP: Guardian	Madron	R	LN	1	9	—
<b>Mevanic Deva</b> IP: Aida	Aasimar	C	NG	8	2	—
<b>Nabassu</b> CP: Berserker	Tanar'i	C	CE	6	4	—
<b>Nic'epona</b> CP: Send all opponent's Legions of 3 CS or less to discard.	Nic'epona	C	NN	6	4	—
<b>Night Hag</b>	Night Hag	C	NE	6	4	—
<b>Norse Dwarves</b> CP: Spirit	Dwarves	U	LG	3	7	—
<b>Noviere Raider</b> CP: Force an opponent to discard a Fate: Item card from Battle Hand.	Ealdrin	C	CG	4	6	—
<b>Nupperbo</b> CP Horde	Boatzu	C	LE	1	9	—
<b>Odon</b> IP: Advocate	Madron	R	LN	10	0	—
<b>Oread</b> CP: Martyr	Oread	U	CG	3	7	—
<b>Osyloth</b> CP: Guardian	Boatzu	U	LE	3	7	—
<b>Outsider Archer</b> CP: Shock Troop	Human	C	LG	2	8	—
<b>Parai</b> CP: Send one opposing Legion to the Dead-Book.	Parai	R	LN	5	5	—
<b>Piscloth</b> IP: Advocate	Yugoloth	C	NE	8	2	—
<b>Quadrone</b> CP: Shock Troop	Madron	C	LN	4	6	—
<b>Quill</b> CP: Spirit	Quill	R	NN	1	9	—
<b>Red Slood</b>	Slood	C	CN	6	4	—
<b>Rague Madron</b> CP: Cutter	Madron	C	LN	2	8	—
<b>Shield Maidens of Odin</b> IP: Draw an RR and retrieve that many Legions from your discard pile to your Command Hand.	Valkyrie	R	NN	10	0	—
<b>Shiere Crusaders</b>	Ealdrin	C	CG	8	2	—
<b>Snowhair</b>	Oread	U	CG	9	1	—
<b>Spinnagon</b> CP: Shock Troop	Boatzu, Lesser	C	LE	2	8	—
<b>Spirit of the Air Succubus</b> IP: Force one opposing Warlord to flip.	Spirit Tanar'i	C	NN CE	8 4	2 6	—
<b>Sword Archon</b> IP: Diplomat	Archon	C	LG	8	2	—
<b>Tiefling Amazon</b> CP: Shock Troop	Tiefling	U	NE	3	7	—
<b>Tiefling Wanderer</b> CP: Cutter	Tiefling	C	NN	4	6	—
<b>Tiefling Wizard</b> CP: Add +2 CS to any Fate: Spell Tiefling Wizard uses.	Tiefling	R	NN	7	3	—
<b>Trumpet Archon</b>	Archon	U	LG	10	0	—
<b>Ursind</b> IP: Advocate	Guardinal	U	NG	9	1	—
<b>Vargavilles</b> CP: Horde	Vargavilles	C	NE	2	8	—
<b>Vrock</b>	Tanar'i	U	CE	9	1	—
<b>Warden Archon</b>	Archon	C	LG	6	4	—
<b>Yagnoloth</b> CP: Gains +2 CS if no Fate: Item card is attached.	Yugoloth	U	NE	8	2	—
<b>Zaveri</b> CP: Martyr	Zaveri	R	LG	5	5	—



## players guide

Name	Type	Rarity	Alignment	CS	RR	Rating
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<b>Chronopsis</b>	Avatar, Dragon	C	CN	15	5	••
IP: Double the IS of another dragon Warlord. (Flip) RP: Send any dragon Warlord to the Dead-Book. ✓						
<b>Cornugon Whiplard</b>	Boatezu	C	LE	9	6	••
CP: Reduce all opposing nonevil Legions by 1 CS. (Flip)						
<b>Darktome the Arcanaloath</b>	Yugoloth	U	NE	11	4	•••
IP: Move two Legions to another one of your Battle Hands and add that Warlord's IS to Darktome's.						
<b>Deva Commander</b>	Assimon	C	LG	10	5	•••
IP: Discard one Legion and add its RR to the Deva Commander's IS. (Flip)						
<b>Duchess Callisto</b>	Guardinal	U	NG	11	4	•••
CP: Add +1 CS to each of your Legions. (Flip)						
<b>Duke Lucan</b>	Guardinal	U	NG	10	5	•••
CP: Send an opposing Legion of 6 CS or less to discard. (Flip)						
<b>Duke Windheir</b>	Guardinal	U	NG	9	6	•••
CP: Send an opposing Legion of 7 CS or less to Dead-Book. (Flip)						
<b>Echarus</b>	Boatezu	C	LE	11	4	•••
CP: Retrieve up to 6 CS of boatezu Legions from discard pile.						
<b>Erid, Rudra's Vengeance</b>	Marut	C	LN	12	3	••••
CP: Send opposing Warlord to the Dead-Book. ✓						
<b>Exiraoti</b>	Astral Dreadknight	C	NE	13	2	•••
IP: If defeated, send an opposing Warlord involved in the challenge to discard. ✓						
<b>Faaram the Slaadi King</b>	Slaad	C	CN	10	5	••
CP: Add +1 CS to all your Slaadi Legions. (Flip)						
<b>Faerie Queen Marwel</b>	Avatar, Ealdin	R	CG	13	7	••••
IP: All Ealdin in Marwel's Battle Hand add their RR to her IS total RP: Flip 1 opposing evil Warlord in Intrigue. (Flip)						
<b>Faerinaal, Queen's Consort</b>	Ealdin	U	CG	11	4	••••
CP: Add +8 to the Battle Hand's total CS. (Flip)						
<b>Gazra the Pit Fiend</b>	Boatezu	C	LE	10	5	•••
CP: Retrieve up to three boatezu Legions (9 CS max) from discard.						
<b>Gelugon Overlord</b>	Boatezu	C	LE	9	6	•••
CP: Challenger must defeat your Battle Hand by at least 8 CS to capture the Battlefield						
<b>Graz'zi</b>	Avatar, Tanar'i	C	CE	15	5	•••
CP: Send opposing tanar'i Legions to Dead-Book at end of combat. RP: Can be used in combat as 13 CS Legion that does not discard unless defeated						
<b>Gwynarwhyl the Veiled</b>	Ealdin	C	CG	10	5	•••
IP: Force 1 evil Warlord to withdraw from the challenge. (Flip)						
<b>Hawk Lord</b>	Animal Lord	C	NN	12	3	••••
PP: Stack six Legions of any alignment						
<b>Lazzaret the Brown</b>	Human	C	NN	8	7	•
IP: Look at the top card of an opponent's draw pile. (Flip)						
<b>Lizard Lord</b>	Animal Lord	C	NN	12	3	••••
IP: Force any one Warlord to ally on your side.						
<b>Lord Hwyna</b>	Guardinal	U	NG	8	7	•••
CP: At the end of combat, send an opposing Legion of 4 CS minimum to the Dead-Book. (Flip)						
<b>Lord Rhanok</b>	Guardinal	U	NG	8	7	••
CP/IP: If defeated, discard all Fate cards from the Command Hand of an opponent in the challenge. ✓						
<b>Lord Tenaruss</b>	Tanar'i	C	CE	10	5	•••
CP: Send one Legion of 6 CS or less to discard. (Flip)						
<b>Marilith Colonel</b>	Tanar'i	C	CE	10	5	•••
CP: Send one opposing Legion of at least 5 CS to Dead-Book. (Flip)						
<b>Mariso</b>	Human	C	CN	8	7	••••
IP: Force any Warlord except the Challenger to switch sides for one challenge. (Flip)						
<b>Mellinos the Rakkmol</b>	Githzerai	C	CN	10	5	•••
CP: If defeated, discard to force the contested Battlefield to be discarded. ✓						
<b>Molydeus Magistrate</b>	Tanar'i	C	CE	10	5	••
IP: Gains +6 IS in any challenge with a tanar'i Warlord on the opposing side						
<b>Nalfeshnee Captain</b>	Tanar'i	C	NE	10	5	•
CP: Reduce an opposing Legion by 3 CS. (Flip)						
<b>Nycaloth Warrior</b>	Yugoloth	C	NE	10	5	••
IP: Look at the Command Hands of up to two opponents. (Flip)						
<b>Old Hanniman</b>		C	CN	12	3	••••
IP: Discard a Fate, item card and add twice its CS bonus to Old Hanniman's IS. (Flip)						
<b>Pazrael</b>	Avatar, Tanar'i	R	CE	15	5	•••
CP: If defeated, the opposing player's Command Hand is discarded. ✓ RP: If defeated, all Warlords of one opponent are flipped. (Flip)						
<b>Phylaras</b>	Bonax	C	CG	8	7	••
IP: Prevent the use of any further Warlords' Intrigue Powers. (Flip)						
<b>Planetary General</b>	Assimon	C	LG	10	5	•••
CP: Add 6 CS to total or send on opposing Legion of 6 CS or less to the Dead-Book. (Flip)						
<b>Quanton Hierarch</b>	Modron	C	LN	13	2	•••
CP/IP: Name a card category and draw a card. If it matches, add it to your hand. If not, discard it. (Flip)						

Name	Type	Rarity	Alignment	CS	RR	Rating
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<b>Quinton Hierarch</b>	Modron	C	LN	12	3	••
PP: Monodrone Legions in Quinton Hierarch's Battle Hand gain the Horde Ability.						
<b>Sardior</b>	Avatar, Dragon	C	NN	15	5	••••
CP/IP: Look at an opponent's Command or Battle hand. (Flip) RP: Cause one of your flipped Legions to retain its full CS. (Flip)						
<b>Scion of Ilseinsia</b>	Eater of Knowledge	C	NE	9	6	••••
IP: Discard up to two cards from Battle Hand and add their CS to Scion of Ilseinsia's IS.						
<b>Talidid the Leonal Prince</b>	Guardinal	C	NG	12	3	••••
CP: Send an opposing Warlord of 15 IS or less to the Dead-Book. ✓						
<b>Thomstel Maedarsan</b>	Human	U	CN	15	0	•••
IP: Switch sides in the middle of a challenge.						
<b>Throne Archon</b>	Archon	C	LG	11	4	••
CP: Send 2 Fate; item cards in opposing Battle Hand to the Dead-Book. (Flip)						
<b>Tiamat</b>	Avatar, Dragon	R	LE	15	5	••••
IP: Draw up to five Hidden Allies and keep one. RP: Send five cards at random to the Dead Book from Battle Hand of an opponent in challenge.						
<b>Takkarest Mercenary</b>	Takkarest	R	NE	10	5	•
CP: Send two Legions of 5 CS or less back to opponent's Command Hand. (Flip)						
<b>Tulani Champion</b>	Ealdin	C	CG	8	7	••
CP: Send one opposing nongood Legion of 8 CS or less to the Dead-Book. (Flip)						
<b>Tulani Warlord</b>	Ealdin	C	CG	9	6	••
CP: Send up to three flipped cards from opposing Battle Hand to discard. (Flip)						
<b>Urial, the Celestial Arrow</b>	Assimon	R	LG	14	1	••••
CP: Send one Legion and one Fate card from opposing Battle Hand to the Dead-Book. (Flip)						
<b>Vodanther the Ultraloath</b>	Avatar, Yugoloth	C	NE	11	9	••••
CP: Send opponent's highest CS Legion to the Dead-Book. (Flip) RP: Send all opponent's yugoloth Legions to the Dead-Book. (Flip)						
<b>Wolf Lord</b>	Animal Lord	C	NN	12	3	••••
CP/IP: Look at an opponent's Command Hand or the top four cards of any player's draw pile. (Flip)						
<b>Xerxes the Vigilant</b>	Per	C	LN	9	6	•••
CP: If Xerxes has a sword, he may act as a Legion						

REBELS & REINFORCEMENTS  
SET- 34 cards

## FATES

Name	Type	Rarity	Alignment	CS	RR	Rating
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<b>Amulet of Protection</b>	Magical Item	Ch	—	—	5	•••
Counter the effects of one Warlord power.						
<b>Bebilith Sympathizer</b>	Support	Ch	E	+4	1	••••
Add +4 CS to an evil Legion.						
<b>Converted, The</b>	Acolyte	Ch	—	—	5	•••
Legion becomes an Acolyte of a Warlord: Avatar.						
<b>Crown of Protection</b>	Magical Item	Ch	—	—	5	•••
Counter the effect of one Fate card						
<b>Foo Dog Pack</b>	Support	Ch	G	+3	2	••••
Add +3 CS to a good Legion						
<b>Gaze of the Bodak</b>	Spell	Ch	—	—	5	••
Draw an RR. If it is greater than target Legion's CS, that Legion goes to the Dead-Book.						
<b>Hruggek's Symbol</b>	Magical Item	Ch	—	—	5	••••
The Possessing Warlord may use Hruggek's IS or Combat Power.						
<b>Legions Mutiny!</b>	Orders	Ch	—	—	5	••••
Send all Legions and Fate cards in a Warlord's Battle-Hand to its owner's Command Hand.						
<b>Lemure Patrol</b>	Support	Ch	E	+3	2	••••
Add +3 CS to an evil Legion						
<b>Lower Planar Conscript</b>	Orders	Ch	E	—	5	••••
Place any evil Legions into your Battle Hands and draw new cards to replace them.						
<b>Marraenaloath Skiff</b>	Spell	Ch	—	—	5	••••
IS: Warlord gains +8 IS to conquer an evil Battlefield.						
<b>Mossacre in Boatar</b>	Spell	Ch	CE	—	5	•••
Draw an RR. That number of opposing boatezu Legions are sent to the Dead Book from all of one player's hands.						
<b>Mephit Swarm</b>	Support	Ch	NN	+3	2	••••
Add +3 CS to a neutral Legion						
<b>Mercykiller Paladin</b>	Support	Ch	G	+3	2	••••
Add +3 CS to a good Legion						
<b>Modran Sentries</b>	Support	Ch	NN	+3	2	••••
Add +3 CS to a neutral Legion						
<b>Native of Sigil</b>	Acolyte	Ch	—	—	5	•••
Legion becomes an Acolyte of any one Faction of Sigil						
<b>Nupperibo Host</b>	Support	Ch	E	+5	0	••••
Add +5 CS to an evil Legion						
<b>Peace Compact</b>	Orders	Ch	—	—	5	••••
Current game's victory conditions are permanently reduced by 6 VP						
<b>Prisoners of War</b>	Orders	Ch	—	—	5	•••
All opposing Legions and Fates discarded in this challenge go to the Dead-Book instead						
<b>Ring of Protection</b>	Magical Item	Ch	—	—	5	•••
Counter the effects of one Legion power						
<b>Scream of the Armonites</b>	Support	Ch	E	+6	0	••••
Add +6 CS to an evil Legion						
<b>Shamble of the Rutterkin</b>	Support	Ch	E	+3	2	••••
Add +3 CS to an evil Legion						

Name	Type	Rarity	Alignment	CS	RR	Rating
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<b>Shekinester's Symbol</b>	Magical Item	Ch	—	—	5	••
The Possessing Warlord may use Shekinester's IS or Personal Power						
<b>Slaadi Mob</b>	Support	Ch	NN	+3	2	••••
Add +3 CS to a neutral Legion						
<b>Slaughter in the Abyss</b>	Spell	Ch	LE	—	5	•••
Draw an RR. That number of opposing tanar'i Legions are sent to the Dead Book from all of one player's hands.						
<b>Tiefing Sensitive</b>	Support	Ch	G	+3	2	••••
Add +3 CS to a good Legion.						
<b>Upper Planar Recruitment</b>	Orders	Ch	G	—	5	••••
Place any good Legions into your Battle Hands and draw new cards to replace them.						
<b>Yeth Hound Pack</b>	Support	Ch	—	+3	2	••••
Add +3 CS to an evil Legion.						
<b>Yugoloth Bribery</b>	Spell	Ch	—	—	5	••
Draw an RR. Discard an equal CS total of evil Legions. ✓						

## LEGIONS

Name	Type	Rarity	Alignment	CS	RR	Rating
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<b>Bugbear Shaman</b>	Acolyte, Bugbear	Ch	NE	3	7	••
CP: Cutter						
<b>Tutor of the Crane</b>	Acolyte, Naga	Ch	LE	6	4	••••
CP/IP: Send two opposing Legions (7 CS minimum) to discard. ✓						

## WARLORDS

Name	Type	Rarity	Alignment	IS	RR	Rating
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<b>Hruggek</b>	Avatar, Bugbear	Ch	NE	10	10	••••</
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Name Description	Type	Rarity	Alignment	CS	RR	Rating
<b>Cipher Mark</b> CP: Draw an RR and use it in place of the Legion's CS.	Acolyte	Ch	N	—	5	***
<b>Dagger's Throw Portal</b> Draw two cards into Command Hand during a challenge. RP: If you have the Hive Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	***
<b>Dead Mark</b> CP: If Legion is defeated, send an opposing Legion and Fate card to the Dead-Book.	Acolyte	R	—	—	5	**
<b>Defier Mark</b> CP/IP: Legion is immune to Avatar powers, replacing the Legion's normal power.	Acolyte	R	—	—	5	**
<b>Diplomatic Treachery</b> Send all Warlords involved in current Intrigue Challenge to the Dead-Book.	Spell	Ch	—	—	5	*****
<b>Doomguard Mark</b> CP: Legion can force opponent to discard all Fate: Item cards from his Battle Hand.	Acolyte	R	—	—	5	***
<b>Equipment Disintegration</b> Send all Fate: Item cards in one Command or Battle Hand to discard.	Spell	Ch	—	—	5	***
<b>Erosion of Faith</b> Send an Avatar's Battle Hand to discard or reduce Avatar's IS by 10 for the duration of one Challenge.	Spell	Ch	—	—	5	***
<b>Factol's Favor</b> Add +5 CS to a good Legion.	Support	U	G	+5	0	***
<b>Faerie Circle Portal</b> Draw two cards into Command Hand during a challenge. RP: If you have the Lower Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	—	***
<b>Godsman Mark</b> At the end of combat, send one Legion of the same CS or less to the Dead-Book.	Acolyte	R	—	—	5	**
<b>Golden Web Portal</b> Draw two cards into Battle Hand during a challenge. RP: If you have the Lady's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
<b>Great Blade of Tosup</b> CP: Double the CS of the Legion. Triple the CS of the Legion if it belongs to the Harmonium faction.	Artifact	R	—	—	5	***
<b>Guvner Mark</b> Assigned Legion becomes lawful. If it is already lawful, it gains +3 CS.	Acolyte	Ch	L	—	5	**
<b>Hardhead Mark</b> CP: Legion can send two cards from opposing Battle Hand to discard.	Acolyte	Ch	L	—	5	***
<b>Harp of Stars</b> All Legions are at +2 CS. At end of Challenge, send one from your Battle Hand to the Dead-Book.	Artifact	R	N	—	5	*****
<b>Heartless Mark</b> Legion can hold up to four additional Fate cards in its Battle Hand. This replaces the Legion's usual power.	Acolyte	Ch	—	—	5	***
<b>Hidden Treasure</b> Take three cards of your choice from your draw pile and place them in your Command Hand.	Spell	Ch	—	—	5	*****
<b>Hope Incarnate</b> Add +6 CS to a good Legion.	Support	U	G	+6	0	***
<b>Indep Mark</b> Legion is immune to Legion powers of other factions.	Acolyte	Ch	—	—	5	***
<b>Inkwell Portal</b> Draw two cards into Command Hand during a challenge. RP: If you have the Clerk's Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	***
<b>Key of Pain, The</b> CP: Play at the start of a Challenge. The Challenger automatically wins the Battlefield before Defenders are declared.	Artifact	UR	—	—	5	*****
<b>Mazes, The</b> Send one unflipped Warlord not involved in a challenge and its Battle Hand to the Dead-Book.	Spell	Ch	—	—	5	*****
<b>Mediator</b> Add +5 CS to a neutral Legion.	Support	U	N	+5	0	***
<b>Mimir</b> IP: Draw an RR and add it to the Warlord's IS.	Magical Item	Ch	—	—	5	***
<b>Moon's Rose Portal</b> Draw two cards into Battle Hand during a challenge. RP: If you have the Lady's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
<b>Notice of Secundus</b> Add +6 to a neutral Legion.	Support	U	N	+6	0	***
<b>Portal of Pain</b> Draw two cards into Battle Hand during a challenge. RP: If you have the Hive Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
<b>Quick Escape</b> All of your Legions discarded during Combat go to your Command Hand instead.	Spell	R	—	—	5	*****
<b>Ratatosk Glider</b> Add +4 CS to a good Legion.	Support	U	G	+4	1	***
<b>Red Death Mark</b> CP: Triple the CS bonus of any Fate: Item card held by attached Legion.	Acolyte	Ch	L	—	5	***
<b>Rest &amp; Relaxation</b> Target player cannot participate in challenges until his next Action Phase and is immune to any attacks or Fate cards until that time.	Orders	Ch	—	—	5	***
<b>Scratcher, The</b> Send all Legions involved in Combat challenge to the Dead-Book.	Spell	Ch	—	—	5	***
<b>Sensate Mark</b> If Legion is sent to discard, it is flipped instead. If sent to Dead-Book, it is sent to discard instead.	Acolyte	Ch	—	—	5	***
<b>Servant Li's Request</b> Force opponent to discard one Legion from his Command Hand or one of his Battle Hands.	Spell	Ch	—	—	5	***

**Signer Mark**  
All Legions are treated as having the same base CS as the Legion assigned this card.

**Swords' Breath Portal**  
Draw two cards into Command Hand during a challenge. RP: If you have the Guildhall Ward, add 10 IS to your Warlord's total.



**Betrayal** is a great card that pretty much stands by itself. Draw an RR and force a player to discard that many cards from either their command hand or a battle hand. Of course, knowing when to use it is key. It's best to do so during a challenge. With her thinned-out battle or command hand, it'll be high-impossible for your adversary to get the upper hand in the challenge.

**Undead Host**  
Spell Ch — — 5 \*\*\*\*\*  
Force the discard of all Legions of 6 CS or less from one Battle Hand. If there is a Dustman in the targeted Battle Hand, this spell fails and the Dustman gains +6 CS.

**Under Arrest**  
Orders U — — 5 \*\*\*  
Flip any Warlord and its Battle Hand. If you have Factol Sarin, target Warlord and Battle Hand go to discard instead.

## LEGIONS

Name	Type	Rarity	Alignment	CS	RR	Rating
Agathyn Anarchist	Acolyte	C	CN	5	5	***
Amazon Guardian	Ch	CG	4	6	***	
CP: Spirit						
Apothean Archer	Acolyte	C	NE	4	6	**
Aquallorian Sensate	Acolyte	C	NG	3	7	***
CP: Martyr						
Armanite	Ch	CE	4	6	***	
CP: Berserker						
Aspirants	Acolyte	C	LE	2	8	*
CP: Horde						
Beholder	Acolyte	C	LE	10	0	***
Bleak Battalion	Acolyte	C	NG	10	0	***
Cynical Wizard, The	Acolyte	C	CG	7	3	***
Dabus	Ch	NN	7	3	***	
CP/IP: If one of your Battlefields goes to discard, it returns to your Command Hand instead.						
Defiant Ones, The	Acolyte	C	N	8	2	***
IP: Advocate						
Doppelganger	Acolyte	C	NE	3	7	***
CP: Spirit						
Emerald Dragon Hatching	Acolyte	R	LN	6	4	***
Entropy League, The	Acolyte	C	CG	6	4	****
IP: Terrorist						
Foxwoman	Acolyte	C	CN	7	3	***
Gladiator of Sigil	Acolyte	C	LG	8	2	***
Glee-Bashers	Acolyte	C	CE	5	5	***
CP: Berserker						
Godsman Warrior	Acolyte	C	CN	4	6	***
CP: Spirit						
Guvner Badif	Acolyte	C	LE	3	7	***
CP: Guardian						
Hallfing Cleric	Acolyte	C	N	3	7	**
CP: Cutter						
Hardhead Dwarves	Acolyte	C	LN	9	1	***
Harmonium						
Hezrou	Tanar'ri	Ch	CE	9	1	****
IP: Parasite						
Hieracosphinx	Acolyte	R	CE	7	3	****
IP: Parasite						
Hill Giant	Acolyte	C	CN	9	1	***

Name Description	Type	Rarity	Alignment	CS	RR	Rating
Hin Archer IP: Advocate	Acolyte	C	NG	5	5	***
Hobgoblin Deader CP: Shock Troop	Acolyte	C	NE	2	8	**
Inquisitive Kender CP: Shock Troop	Acolyte	R	NG	5	5	***
Judge Arcane IP: Diplomat	Acolyte	C	LG	4	6	***
Larvae CP: Horde	Tanar'ri	Ch	CE	1	9	*
Lizard Man CP: Cutter	Acolyte	C	CE	5	5	***
Mane CP: Horde	Acolyte	C	CE	1	9	*
Minor Magistrate	Acolyte	C	LN	3	7	**
Moon Dog CP: Shock Troop	Acolyte	C	NG	6	4	***
Ogre Mage	Acolyte	C	LE	7	3	***
Paladin IP: Aide	Acolyte	R	LG	5	5	***
Perished, The IP: Diplomat	Acolyte	C	LN	8	2	***
Rogue Madron Merchant	Acolyte	C	CN	6	4	***
Sigil's Sentries CP: Guardian	Acolyte	C	LG	6	4	***
Tiefling Mage-Thief IP: Advocate	Acolyte	C	CG	5	5	***
Treant	Acolyte	C	CG	7	3	***
Valhalla's Finest	Acolyte	R	CG	5	5	***
Verekhan Guard IP: Terrorist	Acolyte	C	LE	7	3	***
Wemic Shaman CP: Cutter	——	R	N	5	5	***
Wereral Indep CP: Berserker	Acolyte	C	LE	4	6	***
Wererats of Sigil CP: Guardian	——	Ch	LE	4	6	***
Weretiger CP: Spirit	Acolyte	C	N	5	5	****

## WARLORDS

Name Description	Type	Rarity	Alignment	IS	RR	Rating
<b>Artus</b> CP/IP: Negate or double the effects of Fate: Portal cards.	——	R	CG	13	2	***
<b>Factol Ambar</b> PP: Act as an Avatar's realm, allowing the Avatar to use its realm power.	Factol	U	NG	10	5	*****
<b>Factol Darius</b> IP: Force up to two committed Warlords to ally on Darius' side. Challenger is immune.	Factol	U	LN	10	5	*****
<b>Factol Erin Darkflame</b> PP: Any attack or effect on this Warlord is duplicated on another Warlord of your choice.	Factol	R	LG	12	3	***
<b>Factol Hashkar</b> CP/IP: Guess the outcome of a challenge. If you are correct, draw an additional reward card.	Factol	U	LN	11	4	***
<b>Factol Karan</b> IP: Draw an RR. If it is greater than 5, send one Warlord in the challenge to its owner's Command Hand and discard its Battle Hand.	Factol	U	CN	9	6	***
<b>Factol Lhar</b> PP: No opponent may look at Lhar's Battle Hand outside of combat.	Factol	U	CN	10	5	**
<b>Factol Mallin</b> IP: When defending, change challenge to combat between you and challenger. All other Warlords flip with no rewards.	Factol	U	LN	8	7	***
<b>Factol Pentar</b> CP: If the challenge is for a 2 VP Battlefield, destroy that Battlefield.	Factol	U	CG	9	6	***
<b>Factol Rhys</b> IP: Guess a number and draw an RR. If the guess is correct, you win the challenge.	Factol	U	NN	8	7	***
<b>Factol Rowan Darkwood</b> IP: Take a reward from another player.	Factol	R	CG	12	3	***
<b>Factol Sarin</b> CP/IP: If contested Battlefield is from Sigil, send both Warlords, their Battle Hands, and the Battlefield to discard.	Factol	U	LG	9	6	***
<b>Factol Skall</b> PP: During your Opening Phase, you may move one Legion from the Dead-Book to your discard pile.	Factol	U	NE	8	7	**
<b>Factol Terrance</b> IP: Reduce an opposing Avatar's IS by 8.	Factol	U	LG	9	6	**
<b>Gomakar the Studios</b> IP: Send the Battle Hand of a Warlord not involved in the current Challenge back to its owner's Command Hand.	R	N	12	3	***	
<b>Orryx</b> CP: Send the opposing Legion with the highest CS to the Dead-Book.	R	CE	10	5	****	
<b>Perigon</b> CP/IP: Copy the power of any Warlord in play.	R	CG	10	5	****	

In Town Independent Town  
P. Path Planar Pathway

VP Victory Points  
CH Chase Card

RR Random Result  
C Chaotic

E Evil  
G Good

L Lawful  
N Neutral

CP Combat Power  
CS Combat Strength

Ø Dead-Book  
✓ Discard

IP Intrigue Power  
IS Intrigue Strength

UR Ultra Rare





# The Weenie Awards

By Rick Swan

The executive committee—consisting of...well, right now, just me—is proud to announce the winners of the first annual Weenie Awards, honoring bizarre, unbelievable, and ill-conceived achievements in game design.

All products, regardless of release date, are eligible. Due to space limitations, only a handful of the many worthy recipients can be acknowledged at this time.

The first award goes to...me.

## **The Knock Knock Who's There Weenie.**

To the *Advanced Dungeons & Dragons* module *In Search of Dragons*. Like most roleplaying adventures, this one (designed by yours truly) features all sorts of creepy places for the players to explore. The creepiest, an abandoned laboratory in the middle of a foggy swamp, contains an imprisoned lizard man whom the players must release if they want to save the world. Trouble is, according to the map on page 33, there's no way to get inside—the designer forgot the door.

## **The Hurts So Good Weenie.**

To the *Aftermath* roleplaying game, for its preoccupation with physical pain. Characters can suffer from rheumatism, tinnitus, or skin ulcers. An acid splash can burn out one or both eyes (determined by a die roll). Dogs can be wounded in 30 different locations, including two different parts of the tail.

## **The Have A Nice Day Weenie.**

To the *Wraith: The Oblivion* roleplaying game. The preface reads, in part: "The stench of Death taints everything we say and do. Life is so often pointless and devoid of meaning... Our fear of death turns life into a nightmare..."

## **The Matter-Eater Lad Commemorative Weenie.**

To *Supervillains*, a comic book board game chronicling the exploits of Speedo, Electro-Thing, and Invisible Semi-Man.

## **The Steam-Powered Computer Weenie.**

To *MasterBook*. This otherwise excellent roleplaying game includes a rather curious way to manipulate numbers. Say, for instance, you want to multiply 25 by 15,000. You check the Value Chart for the appropriate ratings (7 and 21), add them (28), then locate this total on the Value Chart,

which gives the approximate result (400,000). Alternately, you can use a calculator ( $25 \times 15,000 = 375,000$ ). The old-fashioned method, you'll notice, gives the exact answer and takes about half the effort.

**The Nyah, Nyah, You Can't Get Me Weenie.** To the *Star Trek* roleplaying game. According to the weapons table, shotguns and crossbows have longer ranges than phasers.

**The Sands of Time Weenie.** To *Sandman*—that's the game, not the comic. Players awaken on a train, unaware of who or where they are. By completing a series of adventures, they acquire clues to their identities, their actual location, and the secrets of the Sandman, a godlike entity who's pulling the strings. But the mysteries are never completely resolved. Turns out this is just *Sandman* game No. 1. All will be explained, promised the publisher, in a sequel. That was 1985. We're still waiting.

**The Boldly Go Where No One Has Gone Before Weenie.** To *Expendables*, the only science-fiction game—make that the only game, period—that allows players to specialize in proctology.

**The Fill 'Er Up Weenie.** To *Element Masters*. As is typical in roleplaying games, *Element Masters* assigns numerical ratings to its characters for attributes such as Strength, Wisdom, and Bravery. The second edition rule book also has a rating for Drinking Capacity, which can be modified by beverage numbers (shown on the Capacity Value of Drinks Table) and drunkenness levels (detailed on the Inebriation Table).

**The Hundred Years War Weenie.** To *Campaign for North Africa*, a World War II simulation. Arguably the most complicated game ever published, *Campaign* requires nearly 100 pages of rules, a hex map the size of a small room, and stacks of photocopied record sheets on which players must track the status of every unit in play—and there can be hundreds of them. A single turn can take a weekend to complete; an entire game runs as long as 1,500 hours. At 40 hours per week, that's about 10 months of continuous play. Get a Life Weenie, anyone?

Each honoree will receive a zircon-encrusted hot dog mounted atop a five-sided die, as soon as the procurement committee—which also consists of me—can locate a suitable manufacturer.

*Rick Swan is the designer of the Sniper: Special Forces game (TSR, 1988), which, to the best of his knowledge, no one has ever played.*



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Get 'em while they're red,

get 'em while they're hot!



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